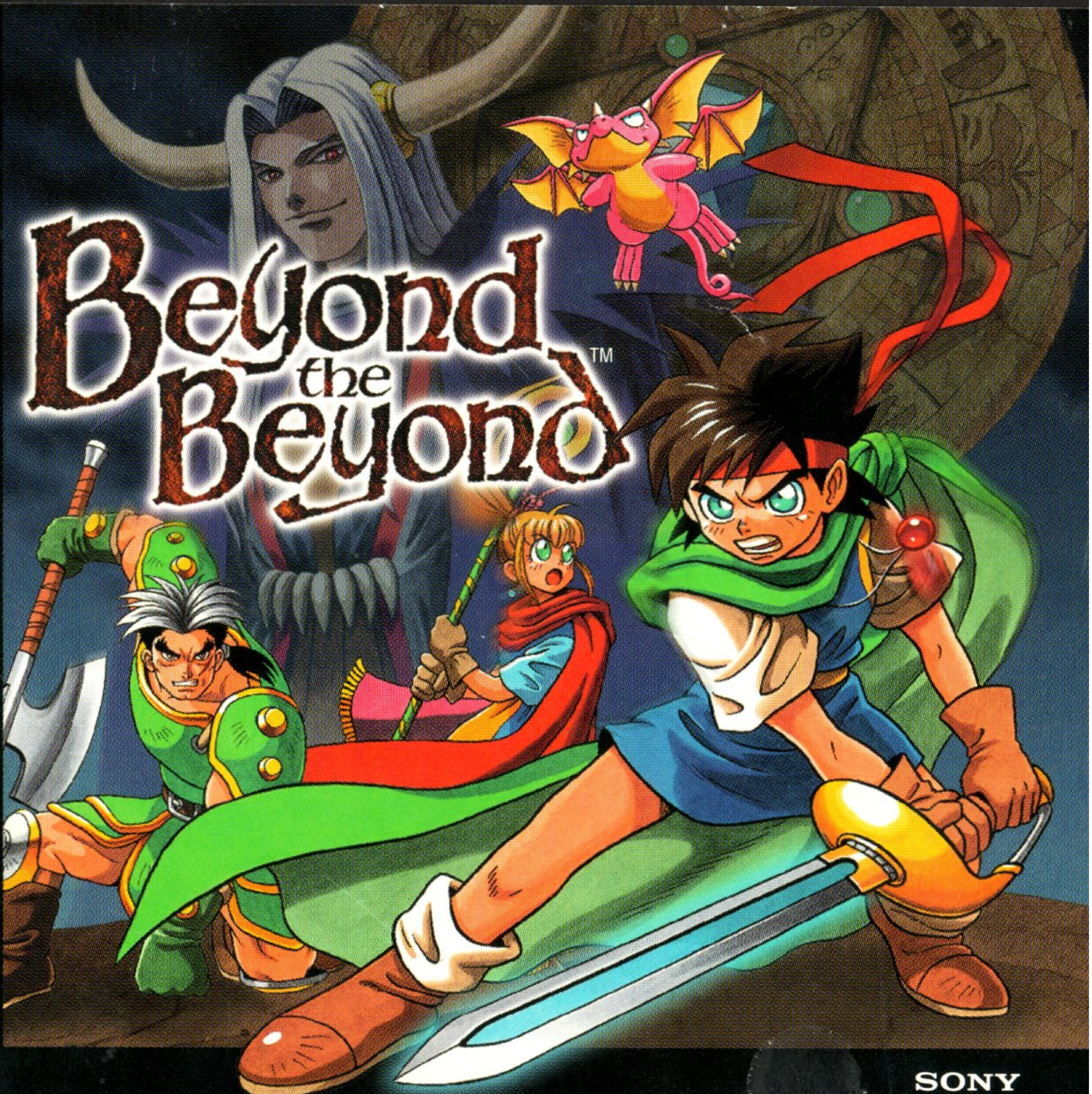
PlayStation™

NTSC U/C

PlayStation™



KIDS TO ADULTS

KA™

CONTENT RATED BY ESRB

SCUS-94702
94702

1 DISC

SONY

COMPUTER ENTERTAINMENT™

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:

This compact disc is intended for use only with the PlayStation™ game console.
Do not bend it, crush it or submerge it in liquids.
Do not leave it in direct sunlight or near a radiator or other source of heat.
Be sure to take an occasional rest break during extended play.
Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

HINT LINE

Hints are available:

Within the US: **1-900-933-SONY** (1-900-933-7669)
$0.95 per minute pre-recorded information
$1.15 per minute live representative assistance
$4.95 for mailed out tips

Within Canada: **1-900-451-5757**
$1.25 per minute (US Dollars)

For US callers, game counselors are available Monday-Friday, 8AM-6PM, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

In Canada, automated support is available 24 hours a day, 7 days a week. Live support is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America and Psygnosis Limited. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

CONSUMER SERVICE/TECHNICAL SUPPORT/ORDER LINE

1-800-345-SONY
(1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation™ game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

SONY ONLINE **http://www.sony.com**

Our news is always hot! Visit our website and find out what's happening at Sony – new titles, new products and fresh tidbits about the PlayStation™ game console.

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Setting Up

Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the BEYOND THE BEYOND™ disc and close the CD door. Insert a game controller and turn ON the PlayStation™ game console. Follow on-screen instructions to start a game.

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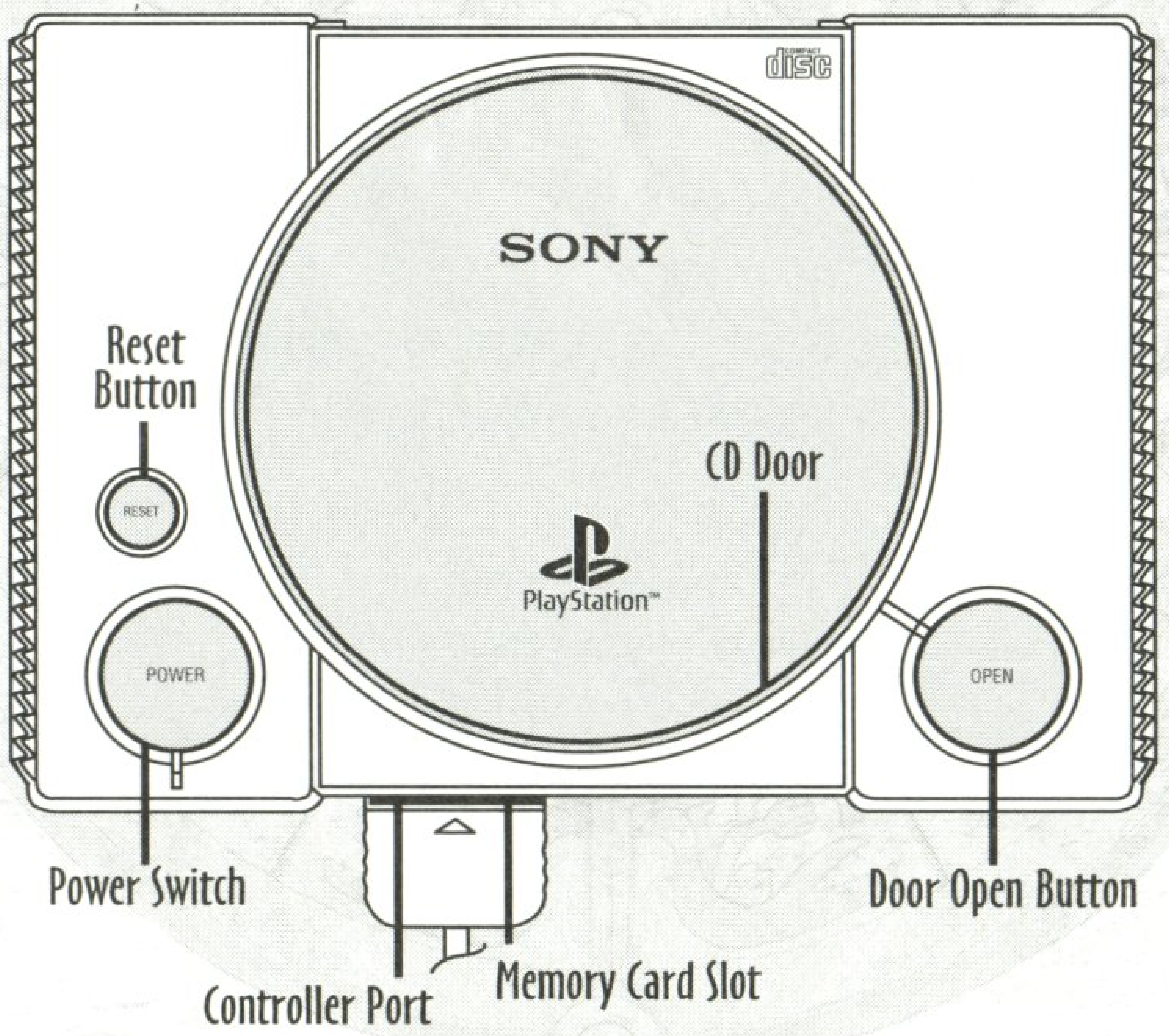
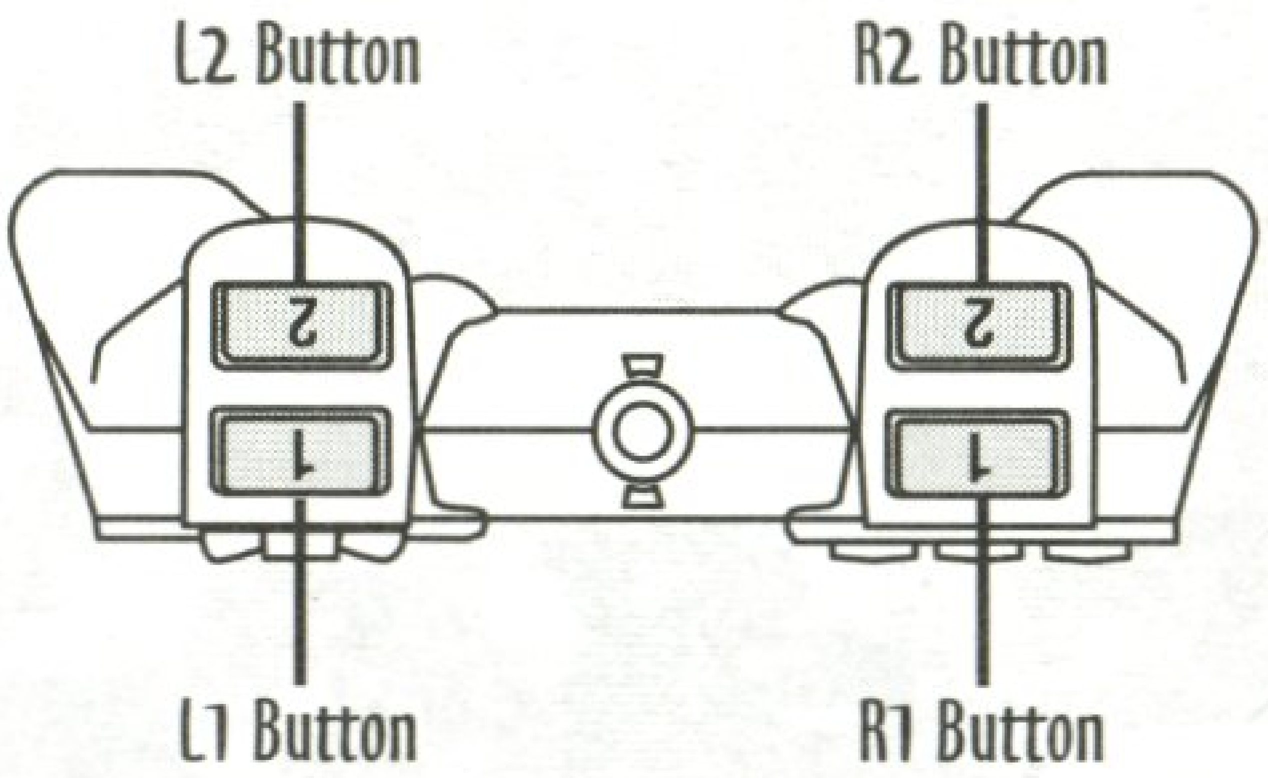
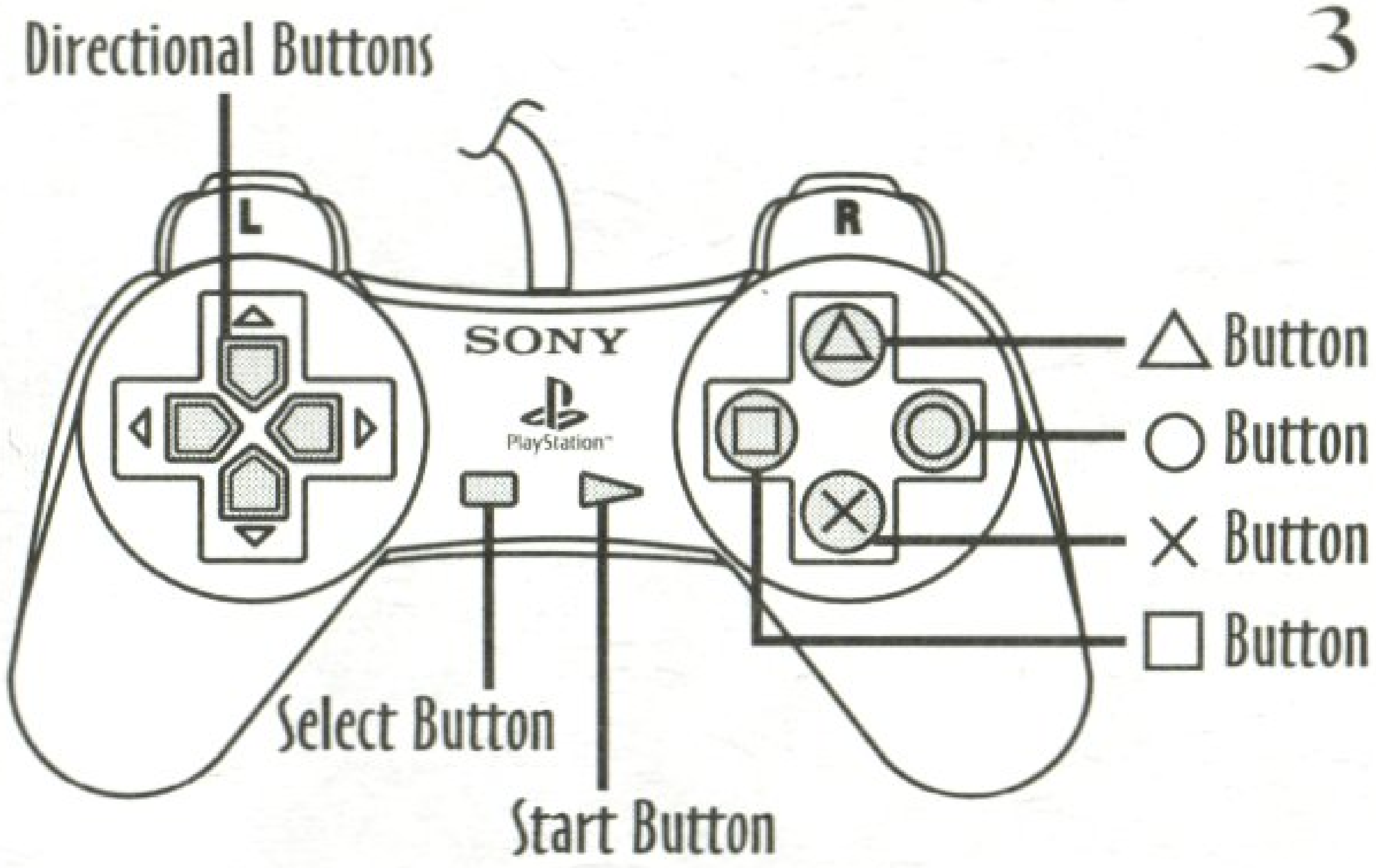


Controls



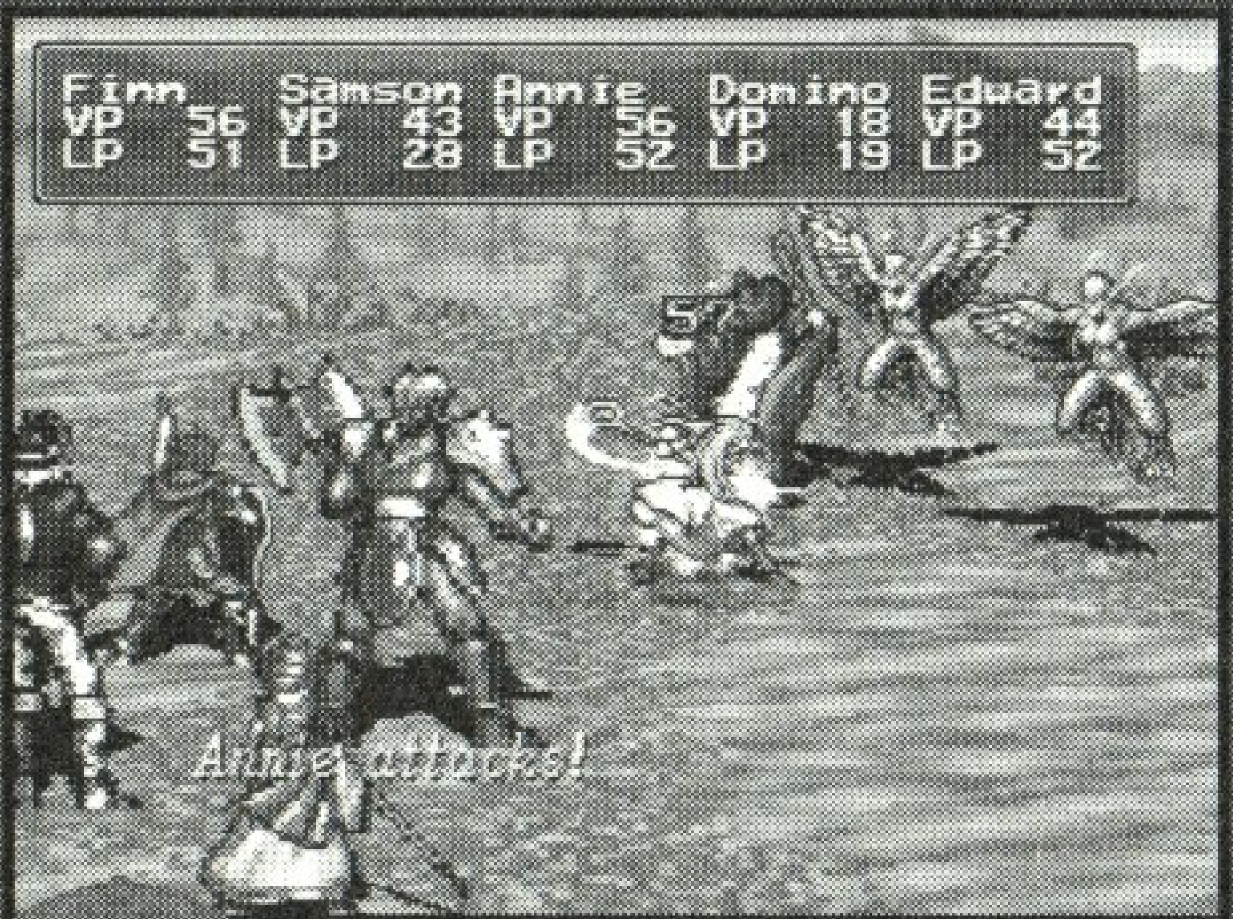


Start	Begin your journey. During play, hold down to hide the menu display. When you release, the display reappears.
Select	Not used in this game.
Directional Buttons	Move main character during play. When a menu is open, move cursor to select a menu command.
✕ Button	Open menus; execute selected menu command; advance through dialog screens and message displays.
○ Button	Close most recently opened menu; advance through dialog screens and message displays; answer NO to questions.
△ Button	Talk or search during regular play.
□ Button	Not used in this game.
L1 or R1	Talk or search during regular play.
L2	Change camera angle during combat.
R2	Not used in this game.

Two Kingdoms Clash!

Long ago, in the mists of a forgotten age, a disastrous battle raged between the Beings of Light and the Warlocks of the Underworld. All lifeforms above and below the Earth took part, or became victims of the cataclysm. It seemed certain that the world would be destroyed!

As the planet approached the brink of annihilation, both sides came to their senses. A truce was called and a treaty devised. The Beings of Light would stay on the surface of the Earth. The Warlocks would inherit all regions below the ground. Both sides vowed never to interfere with each other and to respect the separate domains set by the treaty. The Kingdom of Quamdar was chosen as the boundary between the two realms.



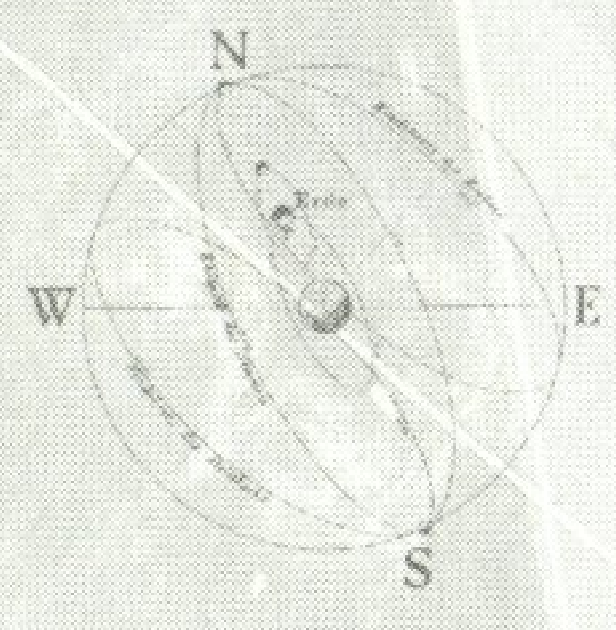
Beyond the Beyond™

Now after centuries of peace, the world grows uneasy. The people of the Common World have seen strange beings in the countryside. A foreboding cloud settles over Quamdar as mysterious sightings and inexplicable happenings become more frequent.

Finn, a youth in training for knighthood, has come to Isla to stay with his guardian Galahad. Finn and his friend, the dragon Steiner, are about to embark on a treacherous quest. They must stop the evil powers that have broken the treaty and invaded the Common World!

Take up your sword as the young adventurer Finn. As you travel and fight, you will gain friends to battle at your side. You will become more powerful and find ever fiercer weapons. You will learn of a world of magic and deadly spells that increase as your powers grow. You will risk everything . . . even your life . . . to save the world from destruction!

World Map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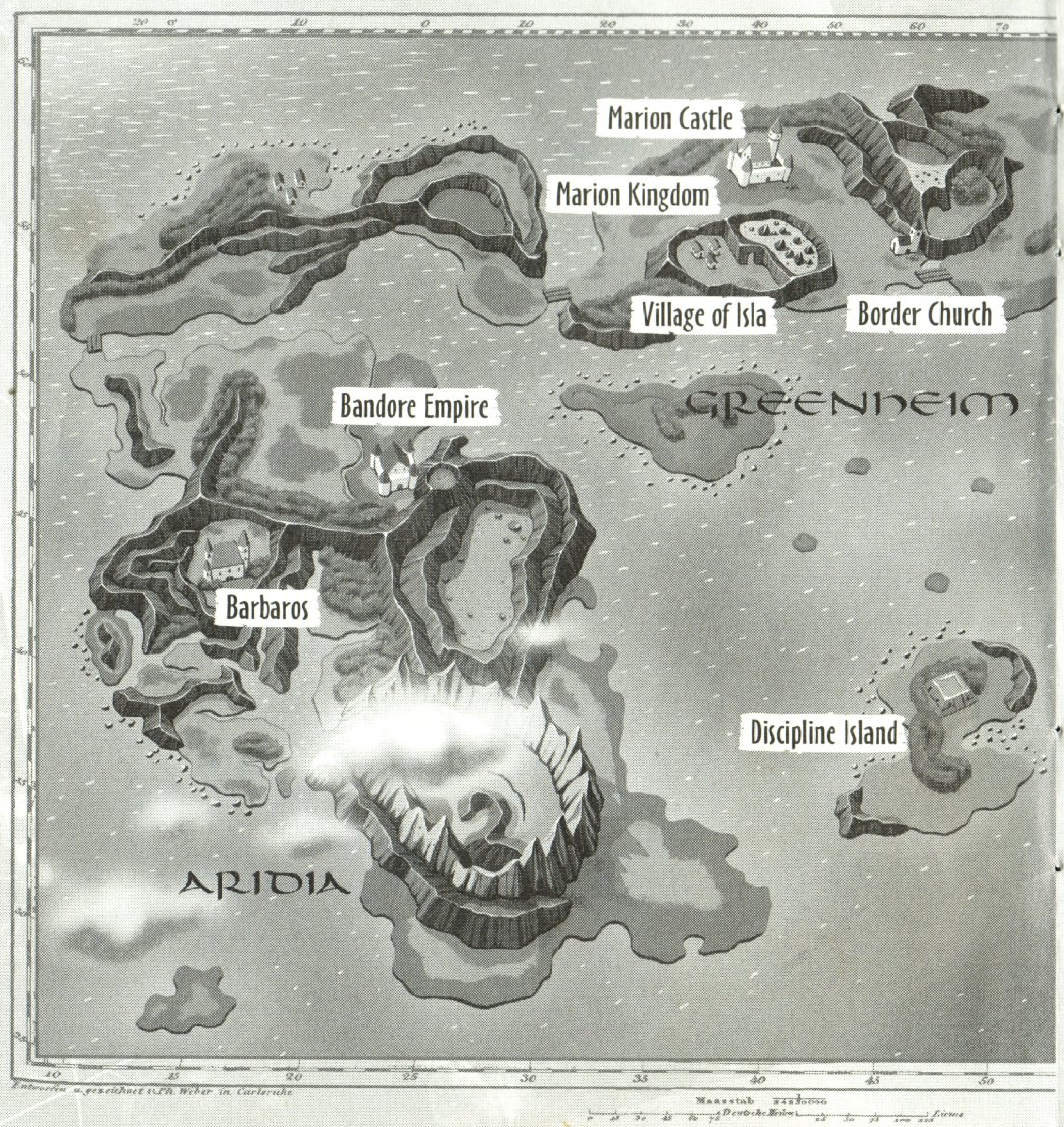
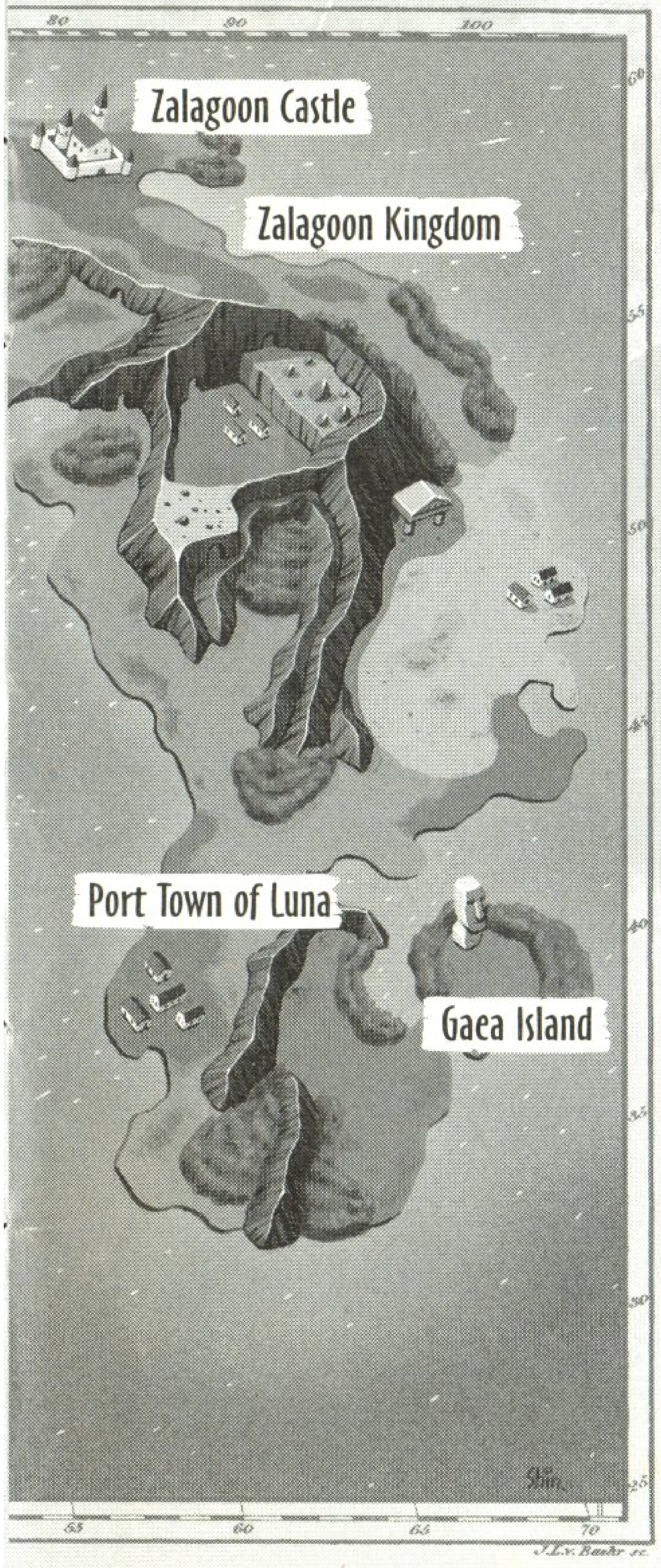
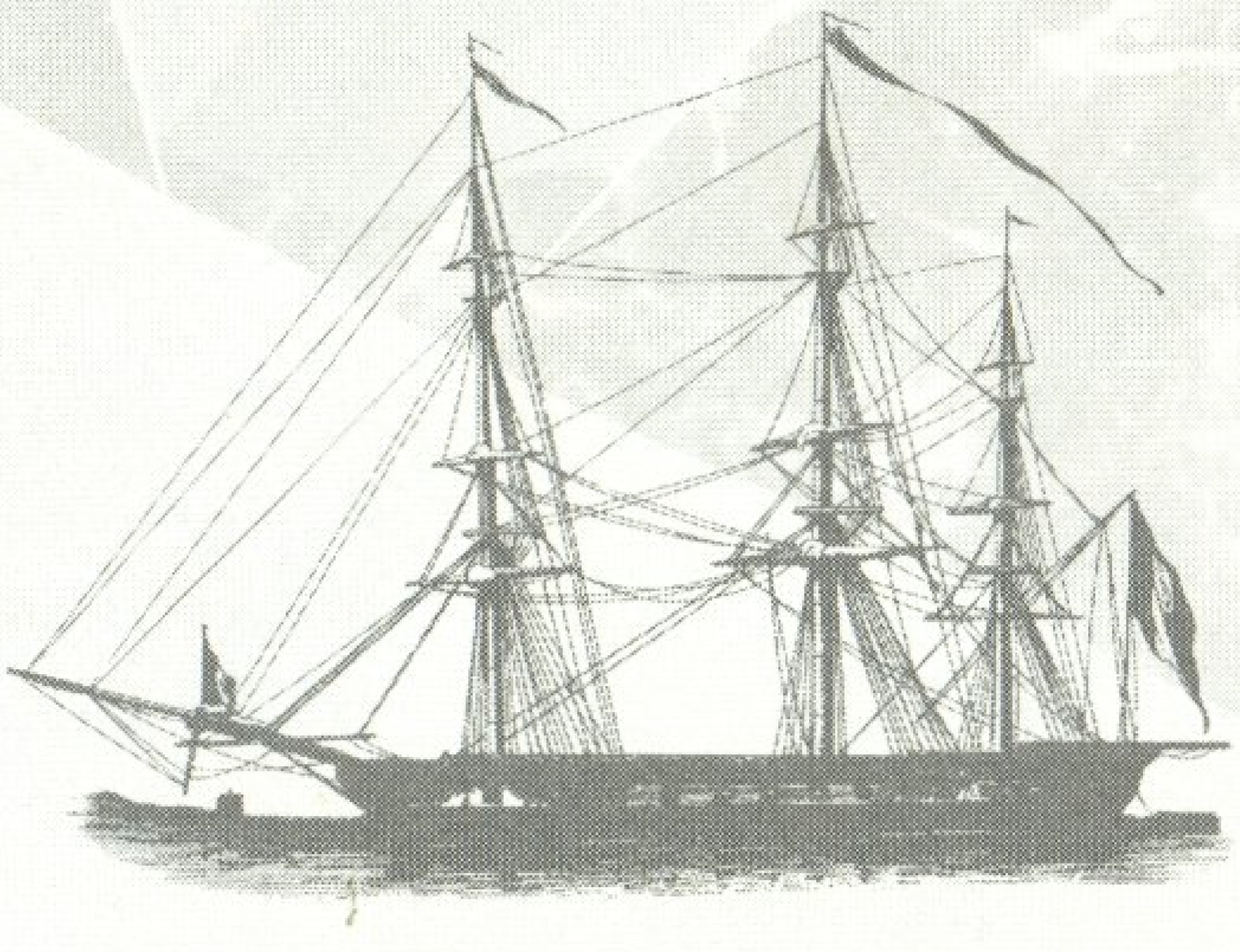
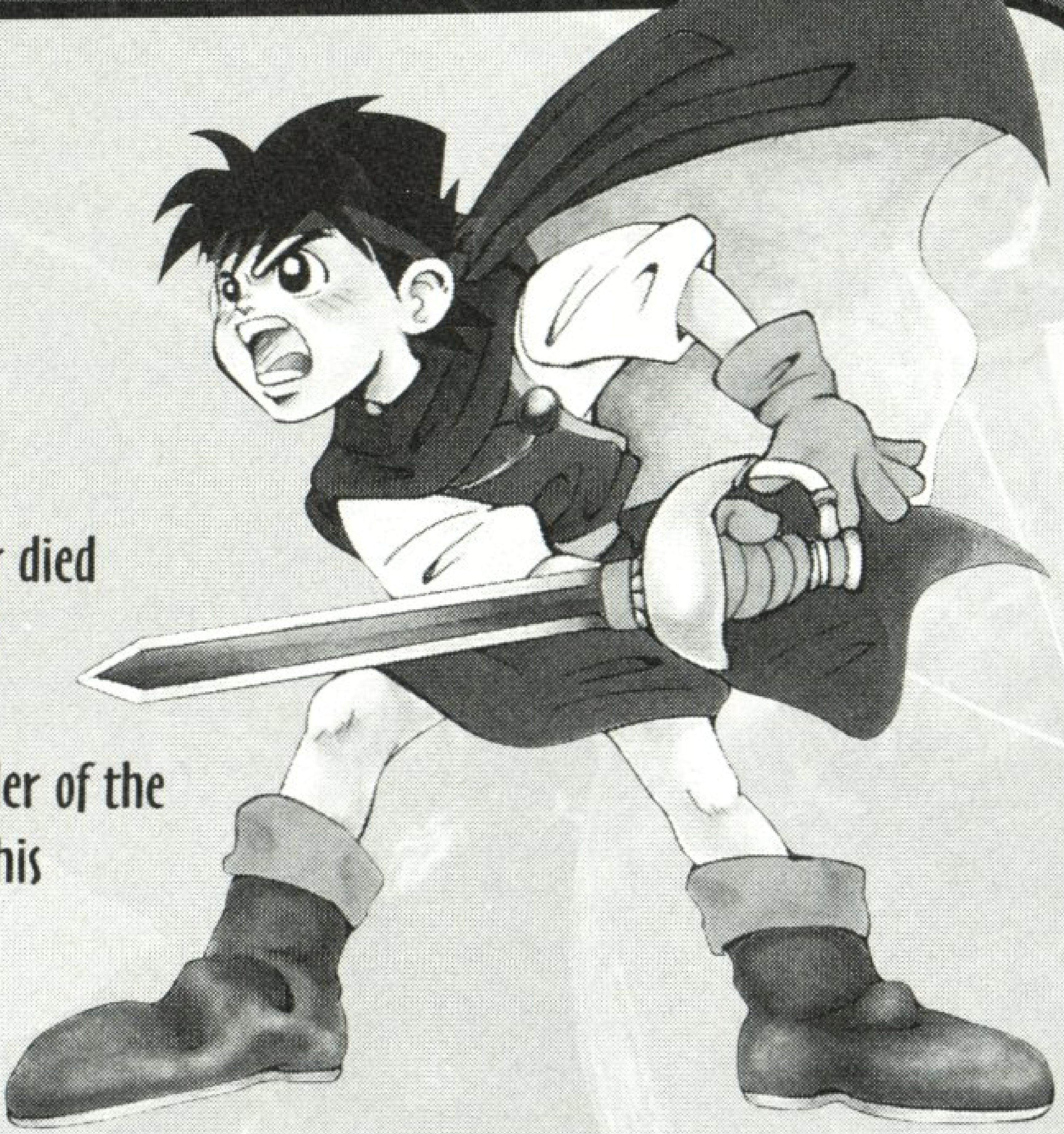

Marion Castle
Marion Kingdom
Village of Isla
Border Church
Bandore Empire
GREENHEIM
Barbaros
Discipline Island
ARIDIA



This world can be generally separated into two continents. Greenheim, in the east, is prosperous and filled with luscious greenery. Aridia, the western continent, contains rough terrain and dense forests. The adventure of BEYOND THE BEYOND begins in Isla, a small village in Marion Kingdom in the center of Greenheim.



Characters



~Finn

Main Character, Swordsman

Age 14

A boy training to become a knight. His mother died when he was young and Galahad, an old friend of his father Kevins, is raising him. Although Finn trains once a month with Kevins, the leader of the Marion Knights, he is far from catching up to his father's skills.

~Steiner

Dragon

Age unknown

A baby dragon that Finn keeps. He has been with Finn ever since Finn rescued him from injury a few years ago. He can relate to the hearts of children and people who are pure. He is more of a friend than a pet to Finn.

Characters

~ANNIE

Cleric

Age 13

Galahad's daughter has been friends with Finn since both were children. While very strong-minded, she is also kind. Her strong-mindedness tends to get her into trouble. She becomes aware of her ability to perform Healing Magic at the beginning of the story and helps Finn throughout his journey.

~PERCY

Knight

Age 20

Annie's older brother is currently a knight at Marion Castle. His basic personality seems to be much like Annie's. He is both brave and kind and is not afraid to sacrifice himself. He is an excellent swordsman and one of the brightest prospects of all the young knights at Marion Castle.

Characters

~Samson

Soldier

Age 32

Soldiers are usually ranked lower than knights, but Samson is revered for his bravery. This quality probably comes from an unusual level of strength that is unmatched by anyone in Marion, and also from the loyalty and faithfulness that fill his heart. He is currently Prince Edward's guard and attendant.

~Edward

Magician

Age 13

Marion's slightly spoiled Prince. Having been weak and prone to illness since he was young, he has no experience in hand-to-hand combat. He is, however, gifted in the use of magic and is currently under the tutelage of the castle wizard. With enough experience, he will probably be able to hold his own against enemy swordsmen by using strong magic attacks.

~DOMINO

Pirate

Age 28

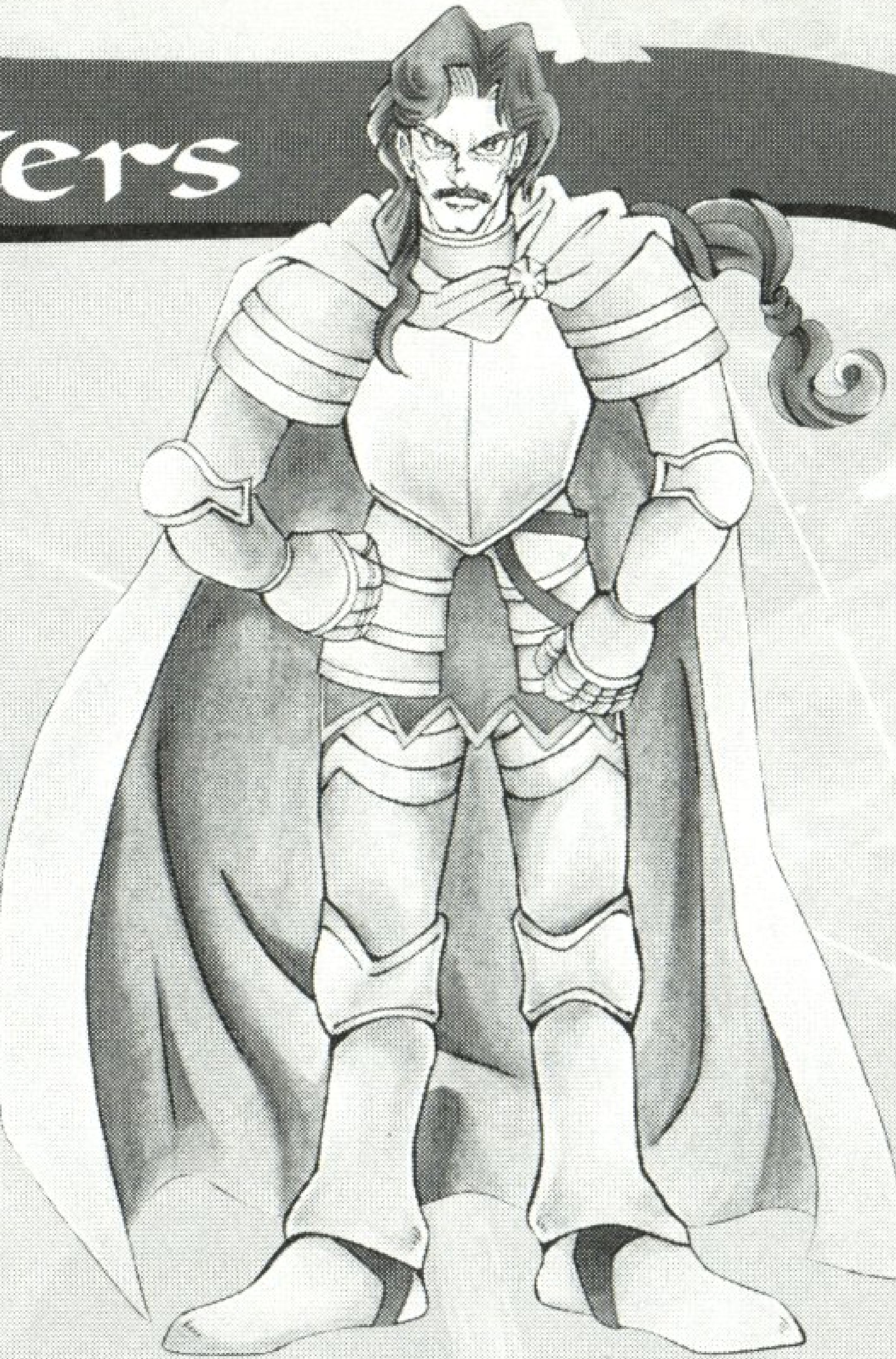
A pirate captain who, for unknown reasons, is collecting treasure from all over the world. Since he does not attack regular commercial ships, he is very popular and is regarded as a noble thief. Because of this, many of his fellow pirates think of him as a do-gooder and try to shun him.

~GALAHAD

Finn's Guardian, Former Leader of the Marion Knights

Age 50

Annie's father is a former leader of the Marion Knights, who retired due to injuries. Kevins entrusted Finn to Galahad's care, and Galahad is raising Finn as though he were his own son.



~KEVINS

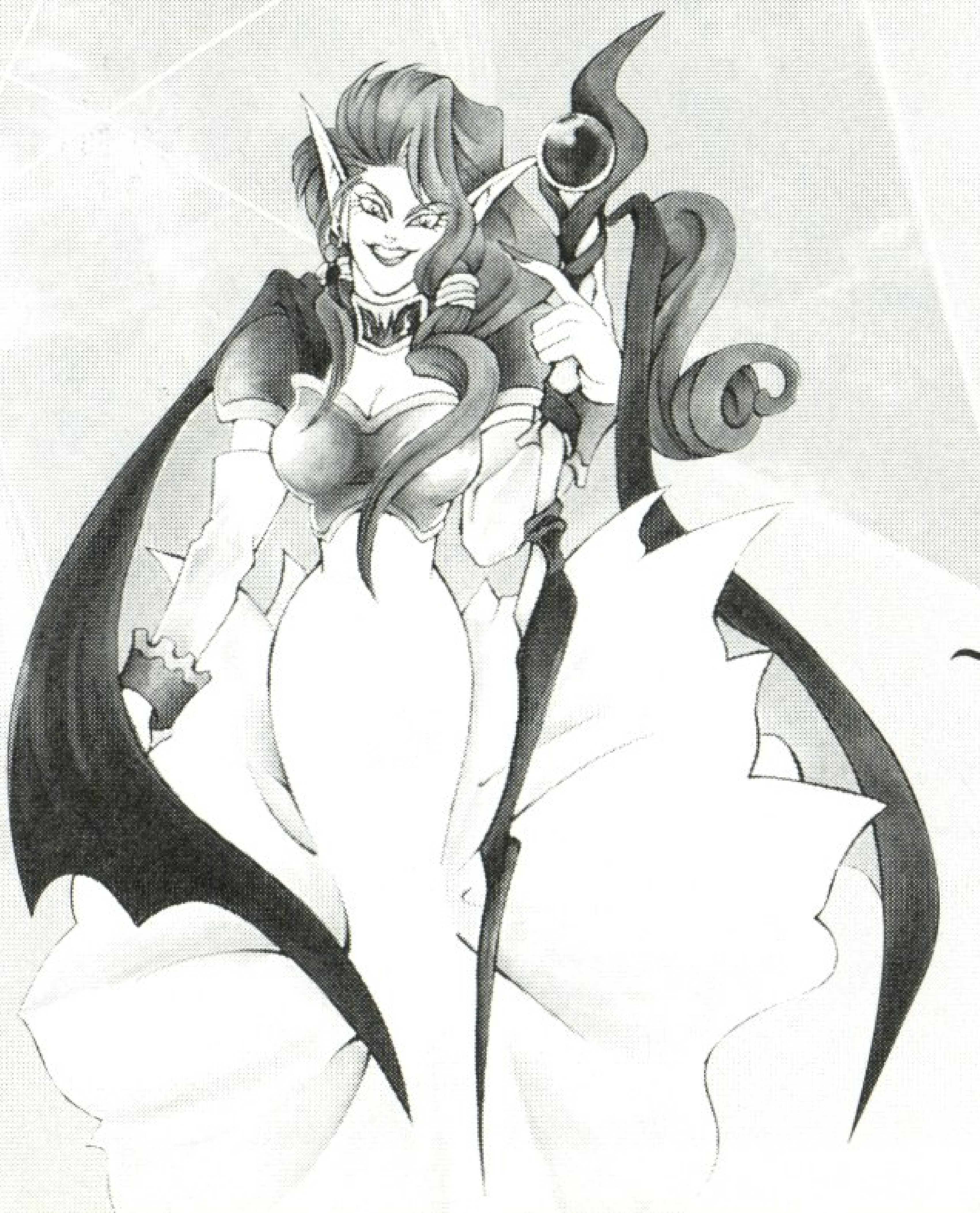
Finn's Father, Current Leader of the Marion Knights
Age 39
Finn's father used to serve under Galahad. Now he is the leader of the Marion Knights. Having lost his wife early, he has entrusted Finn to Galahad's care.

~EMPEROR OF BANDORE

Ruler of the Bandore Empire, a powerful country in Aridia. Having a strong desire to conquer, he is on the verge of inciting a war by invading the surrounding countries. Finn's native country, Marion, is also being threatened by this invasion.

~Shutat

A very mysterious man; nothing is known about what he did before coming to Bandore. He has a strategic eye that is based on calmness and intricate calculations. He won out against the ministers and generals of Bandore to seize the highest position under the Emperor. Three generals report directly to him.

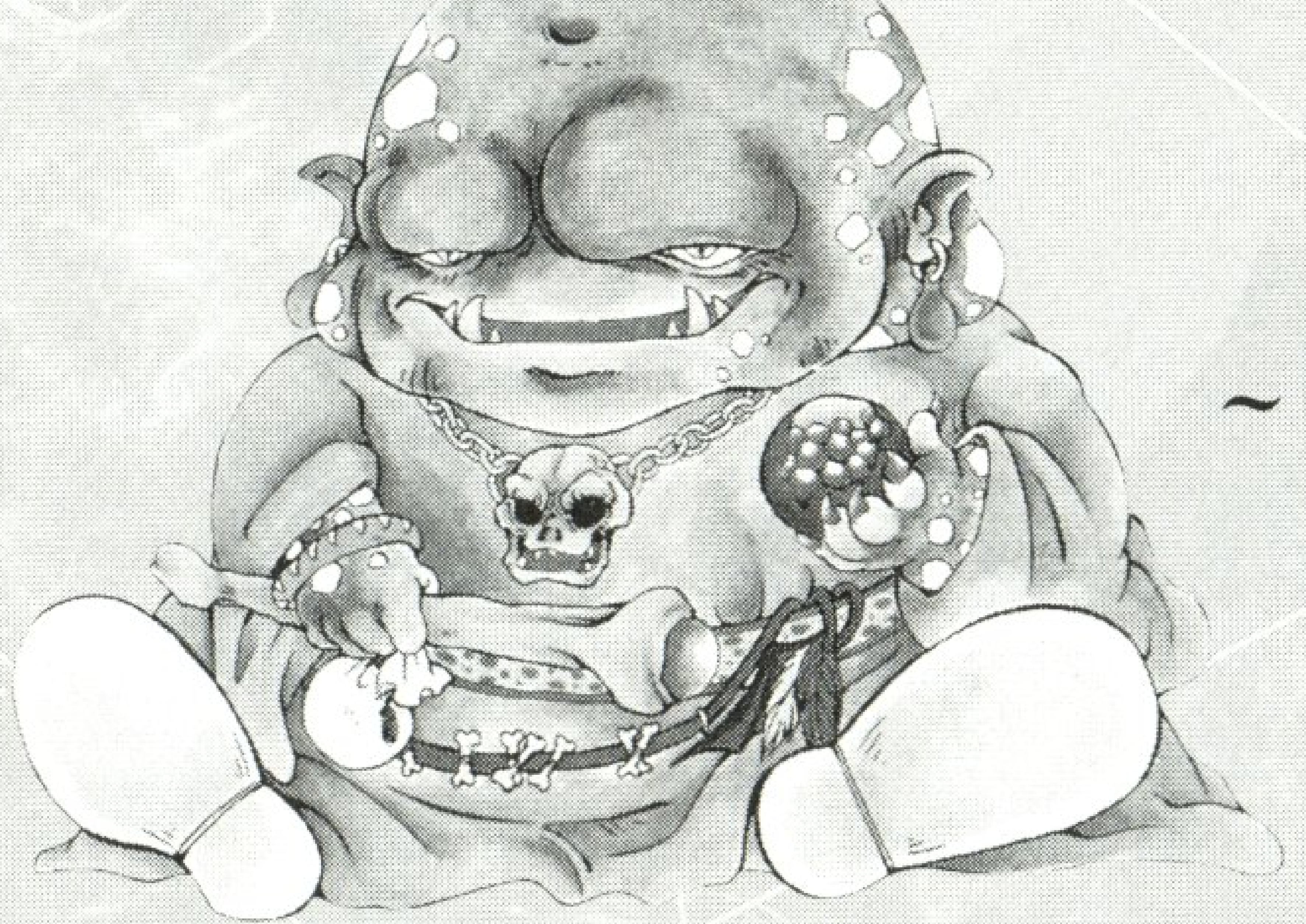


~Ramue

A Bandore general who reports directly to Shutat. Her magic abilities are great, with a certain specialty in curses. She is so cold-hearted that it is said she has tormented enemy soldiers to death as if they were animals rather than men.

~Dagoot

Another of Shutat's three generals. An expert in archery, he can easily use the strongest bows that even five sturdy soldiers together cannot handle. He is level-headed and confident, but also a bit conceited.



~Yeon

A general with magic powers and a peculiar physical appearance. He also reports directly to Shutat. Although he is rumored to have greater magic powers than Ramue, his reputation in Bandore is not favorable.

Memory Cards

BEYOND THE BEYOND lets you save data during a game with the use of memory cards (sold separately). Insert a memory card in Slot 1 or Slot 2 of the PlayStation game console before you start the game.

With BEYOND THE BEYOND, each saved file uses one data storage block on the memory card. Up to three files can be saved on one memory card. To save your games, see the "Churches" section in this manual.

You can continue previously saved BEYOND THE BEYOND games by loading them from the Main Menu. See "Entering Your Name and Data Load" for instructions.

IMPORTANT: Do not remove the memory card while saving or loading games, as it may damage the data.

MEMORY CARD PRECAUTIONS

During the course of the game, you may see the following messages regarding the memory card:

"NO MEMORY CARD IS PRESENT. DO YOU WISH TO CONTINUE THE GAME WITHOUT A MEMORY CARD?"
This message appears when there is no memory card in Slot 1 or Slot 2. Select YES to continue play. Data will not be saved in this case. If you would like to save the data, restart the game after inserting a memory card with an empty block available in either Slot 1 or Slot 2.

"THE MEMORY CARD IS FULL. DO YOU WISH TO CONTINUE THE GAME WITHOUT A MEMORY CARD?"
This message appears when the data cannot be saved because there are no empty blocks on the memory card. Select YES to continue play. Data will not be saved in this case. If you would like to save the data, restart the game after creating an empty block (*1) on the memory card or inserting a memory card with an empty block available.

"THE DATA HAS BEEN DAMAGED."
This message appears when the memory card cannot be read correctly. The game can be played, but data cannot be saved. Reinsert the memory card correctly or restart the game after deleting the damaged data (*2).

"THE MEMORY CARD HAS NOT BEEN INITIALIZED. WOULD YOU LIKE TO INITIALIZE IT?"
This message is displayed when the memory card has not been initialized. Data cannot be saved unless the memory card is initialized. Select YES to initialize the memory card.

NOTE: Please refer to the Instruction Manual enclosed with the PlayStation game console for ways to perform (*1) and (*2).

Getting Started

When you turn ON the PlayStation game console's power switch, the PlayStation logo and opening appear, followed by the title logo for BEYOND THE BEYOND. Press Start to display the Main Menu.

ENTERING YOUR NAME & DATA LOAD

- To start a new game, select NEW JOURNEY and press ✕.
- To continue a game you previously saved, select CONTINUE and press ✕.
- If the memory card is full, you will still be able to start a new game. In order to save your progress, you must first delete any unnecessary files by selecting DELETE RECORD.

NEW JOURNEY

Selecting NEW displays the Name Screen. The main character's face and a text window appear. Select letters by moving the Directional Buttons up, down, left or right, and execute by pressing ✕. If you make a mistake, select BS and press ✕ to delete the last letter entered. After entering a name, select END to start the game. If you select END without entering text, the main character's name will automatically become FINN.

CONTINUE

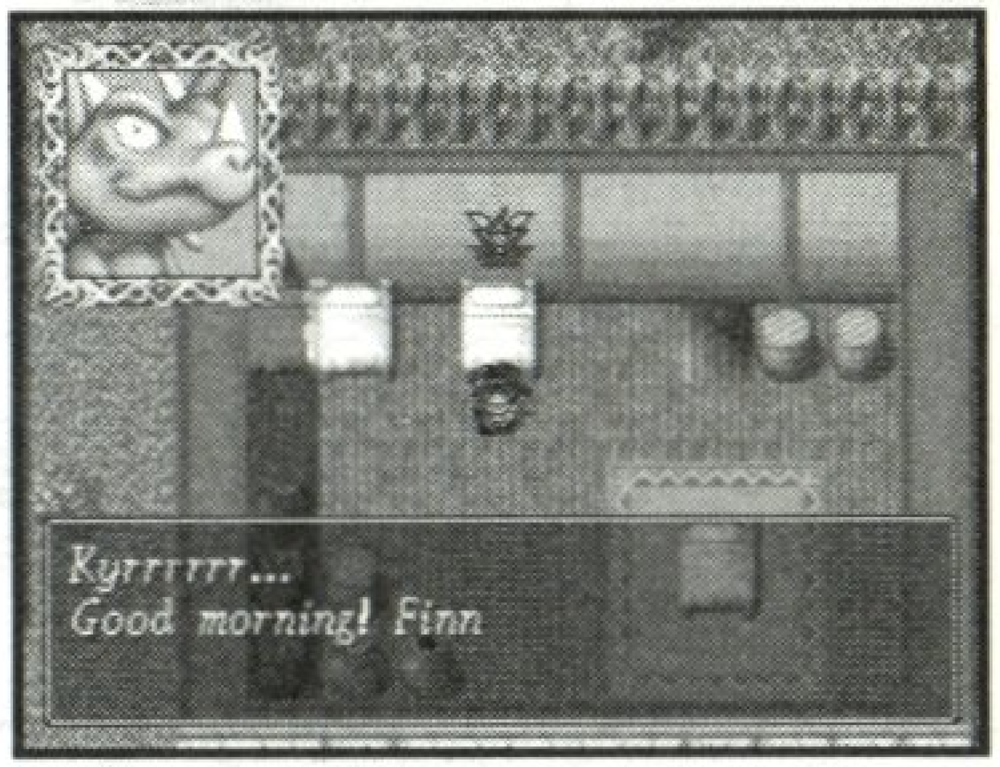
CONTINUE appears on the Main Menu if a memory card is inserted in the PlayStation game console and if data from a previously played game is saved on it. Selecting CONTINUE displays a list of saved files. Move the cursor to the file you want and press ✕ to resume that game at the point where it was saved. To learn more about saving, see the section "Churches" in "Facilities Around Town."

DELETE RECORD

As with CONTINUE, DELETE RECORD appears when a memory card containing saved games is inserted in the PlayStation game console. Select DELETE RECORD to see a list of saved files, much like the one for CONTINUE. Move the cursor to a file and press ✕ to completely delete the file.

Important: Be careful not to delete an important file by accident. Once a file is deleted, you cannot retrieve it.

Begin Play!



After you've entered the main character's name, play begins. In the beginning, play progresses in Forced Event Mode. After awhile, the main character will awake in bed. From here on, you can operate the characters freely by using the Directional Buttons. First, the characters go downstairs to listen to Galahad's story.

FORCED EVENT MODE

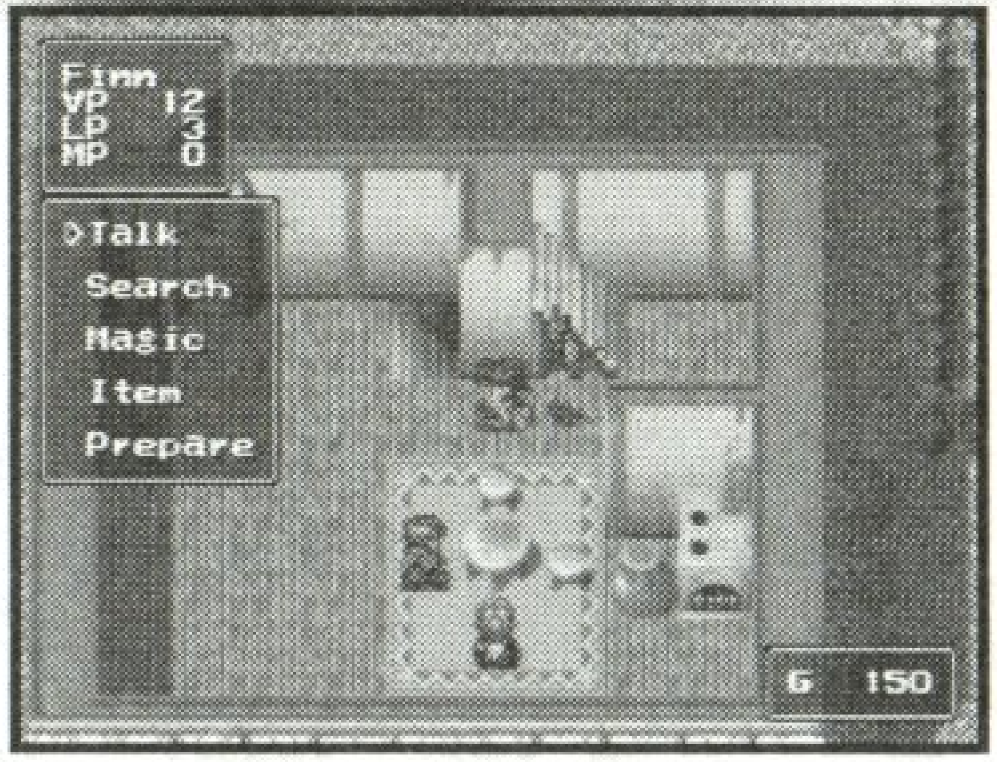
At times during play, the characters will move on their own. This is called a Forced Event, and during this mode, the story progresses automatically. When this happens, all you can do is read messages. Many times, important things are mentioned, so keep your eyes on the game screen.

GUIDELINES FOR SUCCESS

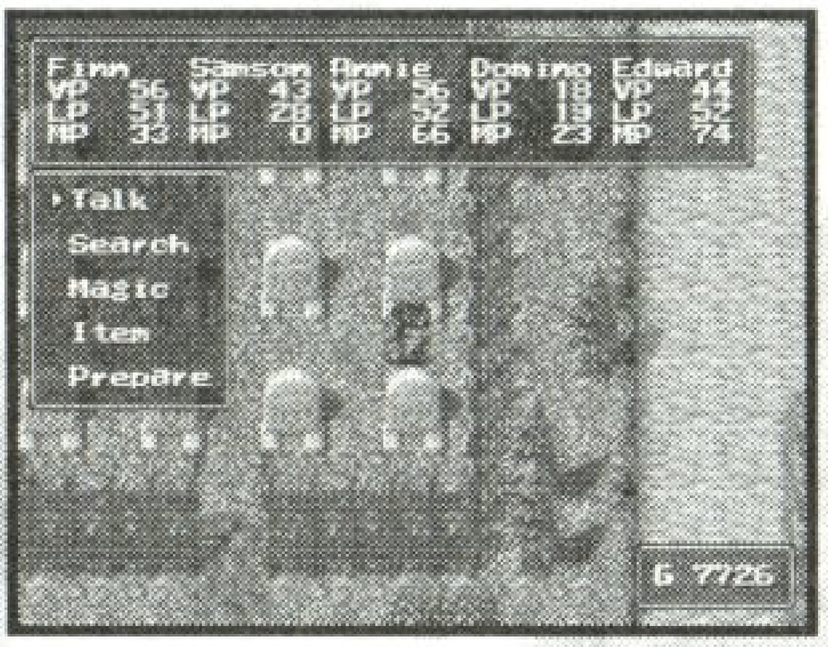
You and those who join you will explore many realms during the journey. Throughout the adventure, you must fight many battles, solve increasingly complex riddles, and find hidden treasure. These guidelines will help you:

- You start out with only Steiner at your side. Throughout your quest, you will be joined by others who want to help save the Common World.
- Talk to everyone you meet to gain vital clues and hints about what to do next. It's up to you to figure out which facts are important, and which information might be misleading.
- You begin with 150 gold pieces. Use these to buy supplies in town. Once you've gathered supplies, rest and information, leave the safety of the town. It is in the country that you do battle and increase your powers.
- You begin lightly armed, with the strength of a Level 1 swordsman. When you encounter enemies, you automatically enter Battle Mode. Each combat victory makes you stronger by increasing your skills, attack power and gold.
- You guide your friends in battle. Learn their strengths and weaknesses so you can anticipate the outcome of a battle. Some attacks will weaken you so much that to stay and fight means certain annihilation. If that's the case, you should run for your life. But avoid running too often, because you must fight battles in order to increase your abilities.
- In some areas, the Underworld forces are so strong that you can't defeat them until you have more battle experience and more powerful weapons. You must fight lesser enemies first to gain that experience and the gold to buy better weapons.
- When you enter towns or villages, rest at an inn. You will also want to buy supplies and better weapons from local merchants.

The Basic Screen



This section explains the Basic Screen, which appears right after the game starts. Normally, no information is displayed on the screen. When you press ✕, however, a menu appears that lets you choose various activities.



STATUS WINDOW

This window opens when you press ✕. It displays basic information about the main character and his comrades.

NAME OF CHARACTER

Names of the characters the player is controlling. As the game progresses, up to five different names will appear alongside each other.

VP (VITALITY POINTS)

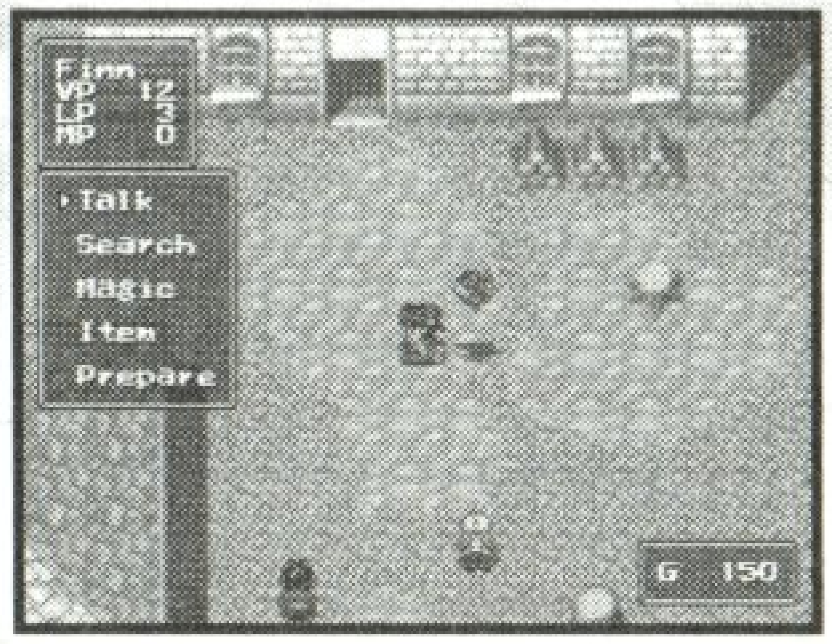
A character's vital power, or how healthy the character is. If this number decreases to zero during a fight, that character will lose consciousness temporarily.

LP (LIFE POINTS)

A character's life force. If a character's VP and LP reach zero, then the character will die. When that happens, you must resurrect the character at a church.

MP (MAGIC POINTS)

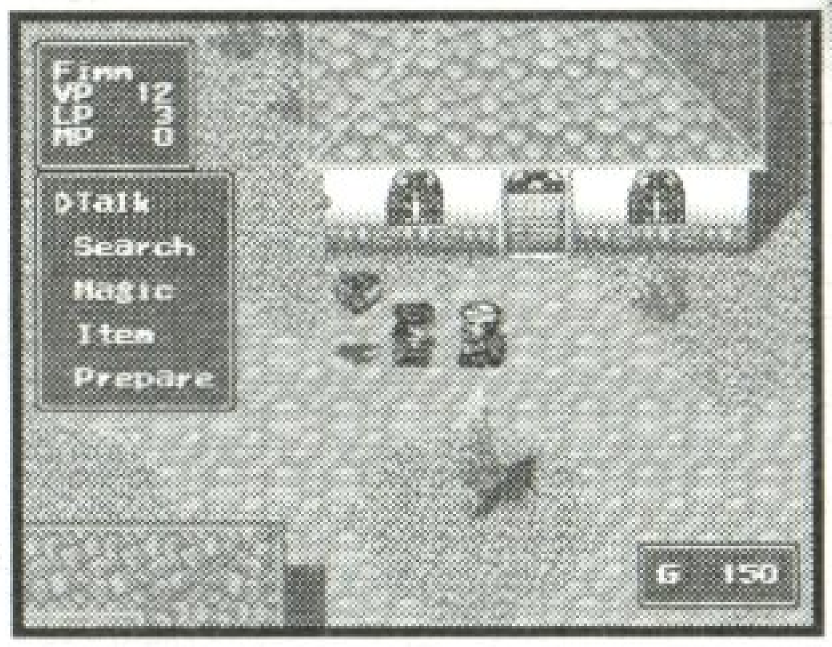
A character's magic power. Using magic diminishes these points. If the number decreases to zero, that character is no longer able to use magic.



GOLD

This window displays your gold balance. You earn gold by winning battles. You can spend gold to buy weapons and other supplies such as magic and medicinal potions. You'll find weapons dealers and shops throughout the kingdom. You must also pay for lodging to rest. Whenever gold is important, the amount of gold you have appears on screen.

COMMAND MENU



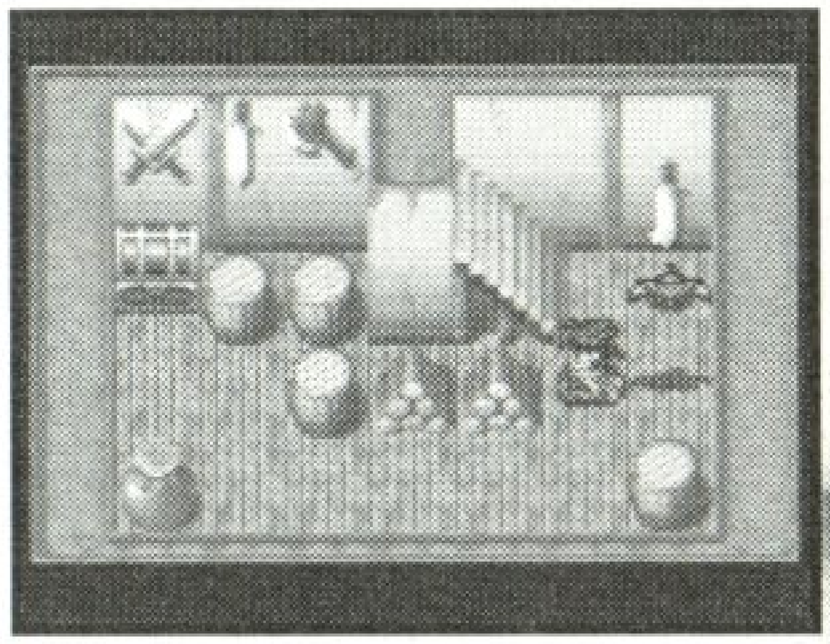
Like the Status Window, the Command Menu also opens when you press ✕. It displays five commands that you can use in the Basic Screen: TALK, SEARCH, MAGIC, ITEM and PREPARE. These commands are explained according to the progress of the game, so that you can try them out as you actually play.

TALK

Once you learn how to operate the main character freely, try using the TALK command. For example, if you select TALK and press ✕ while standing next to Galahad, a message window appears at the bottom of the screen, enabling you to talk to him. You can also talk freely to the other residents of the Village of Isla. Talk to different people to acquire as much information as possible.

Note: You can also talk to someone by pressing △, L1 or R1 while facing the person.

SEARCH



When you talk to Galahad, he will tell you to take the weapons and armor that are in the cellar. By using the SEARCH command in the cellar, you can gather numerous items. Walk up to an item and face it, then open the Command Menu, select SEARCH and press ✕. Use SEARCH when you see a sword hanging from a wall, a pot sitting on the floor, or when you are in front of a barrel or treasure chest. By searching everything around you, you can acquire whatever is there to be found.

Note: As with the TALK command, SEARCH can also be activated by pressing △, L1 or R1.

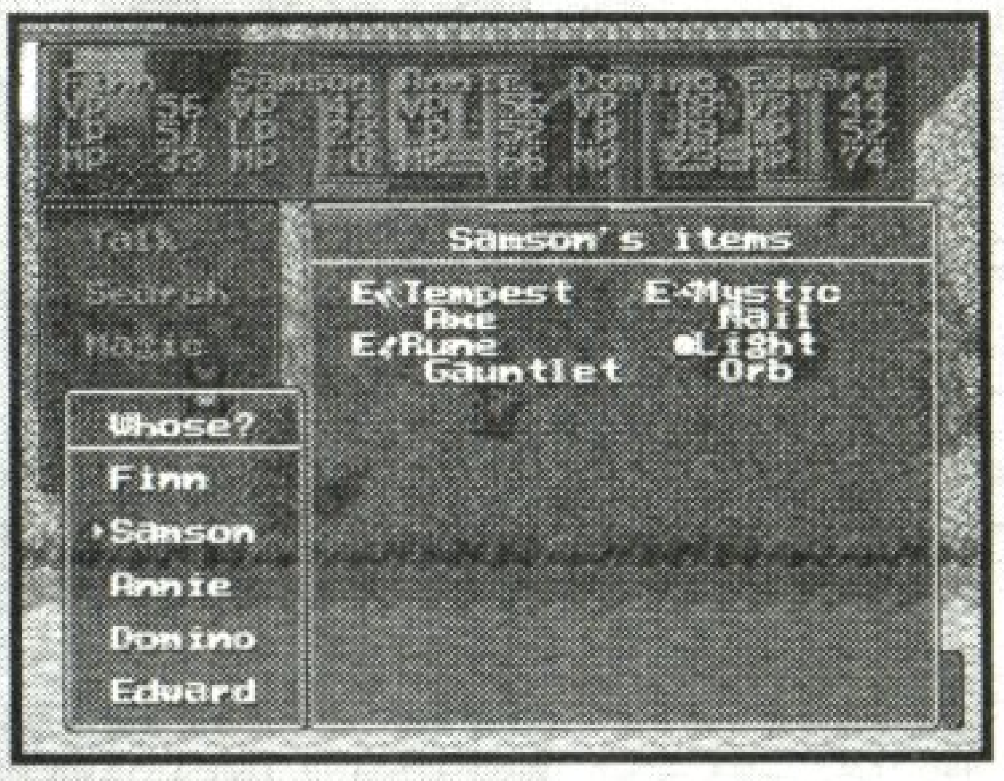
Storage Chest: A special Storage Chest can be found in the cellar. You can use this to store excess items and gold that you don't want to carry, but would like to retrieve later. By searching this chest, you can either remove or store items. Choose the action you want, and then choose an item from the list that is displayed. From the start of the game, the Storage Chest will contain useful items. Be sure to take whatever you think you'll need.

MAGIC

Finn and the other characters learn magic as the game progresses. The MAGIC command is used to cast magic, once the characters have acquired it. In general, the use of magic in the Basic Screen is limited to Recovering Magic. Each type of magic has different levels, and will have different effects and characteristics, depending on the level you select. It is important to remember which magic can be used at any given time.

Once you select MAGIC, you'll enter a series of menus listing the character who will use the magic, which magic to use, the magic level, and the character who will receive it. Make your selection in each menu, using the left and right Directional Buttons to select the level. Press ✕ to cast the spell and see its result displayed at the bottom of the screen.

ITEM



This command lets you use items from a character's inventory. Once you select ITEM, you will enter a series of menus listing the characters, which item to use, and how to use it. Make your selection in each menu. When Finn is the only active character, the list of characters does not appear, and the GIVE command is not active.

USE: Enables the use of items such as herbs. Also, you can use this command when facing a person (other than a party member) to hand an item to that person, or to put the item down.

EQUIP: To display this command, select an item that can be equipped, or made battle ready. This command is for equipping an item or removing an equipped item. (An E appears next to items that are equipped). Each character must always be equipped with at least one item.

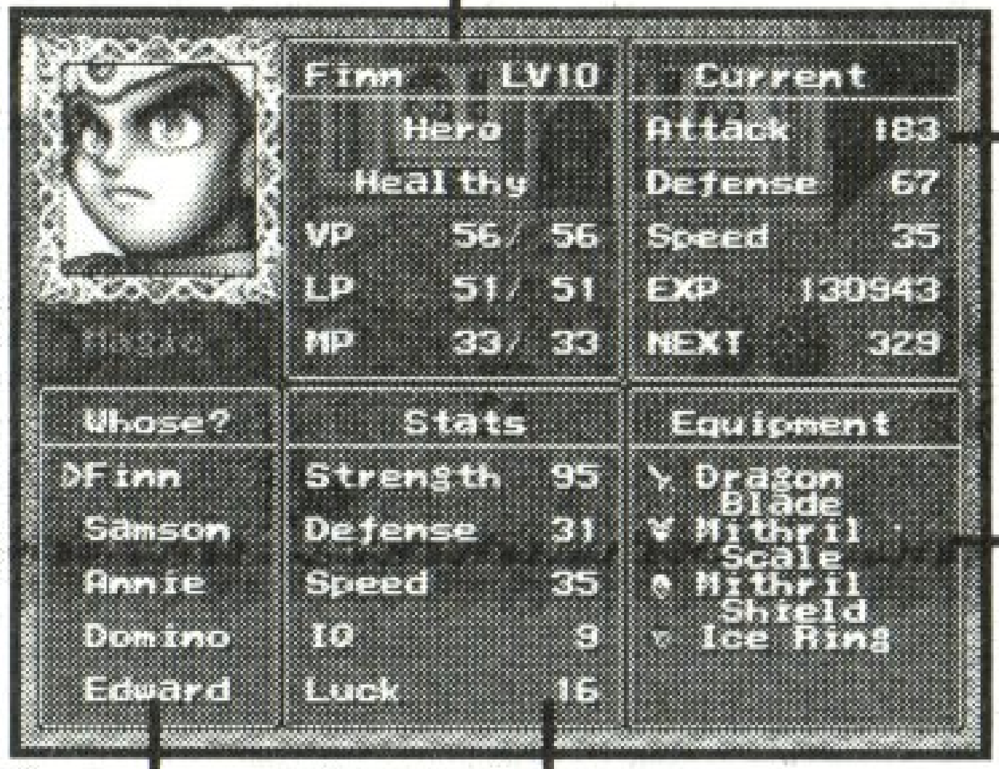
GIVE: Transfers items to other characters in your party. After selecting an item, a menu appears where you can select the character who will receive that item.

DISCARD: Gets rid of items you no longer need. Since you cannot regain an item once you discard it, be careful not to throw away items that are difficult to obtain, such as items that are not for sale. Vital items cannot be discarded.

PREPARE

This command displays a menu of options for configuring the game before starting play. The options include STATUS, FORMATION, SETTING and TACTICS.

STATUS: You can review the state of each character's strength and condition on this screen. The higher the points, the stronger the attribute. Use the up and down Directional Buttons to select a character.

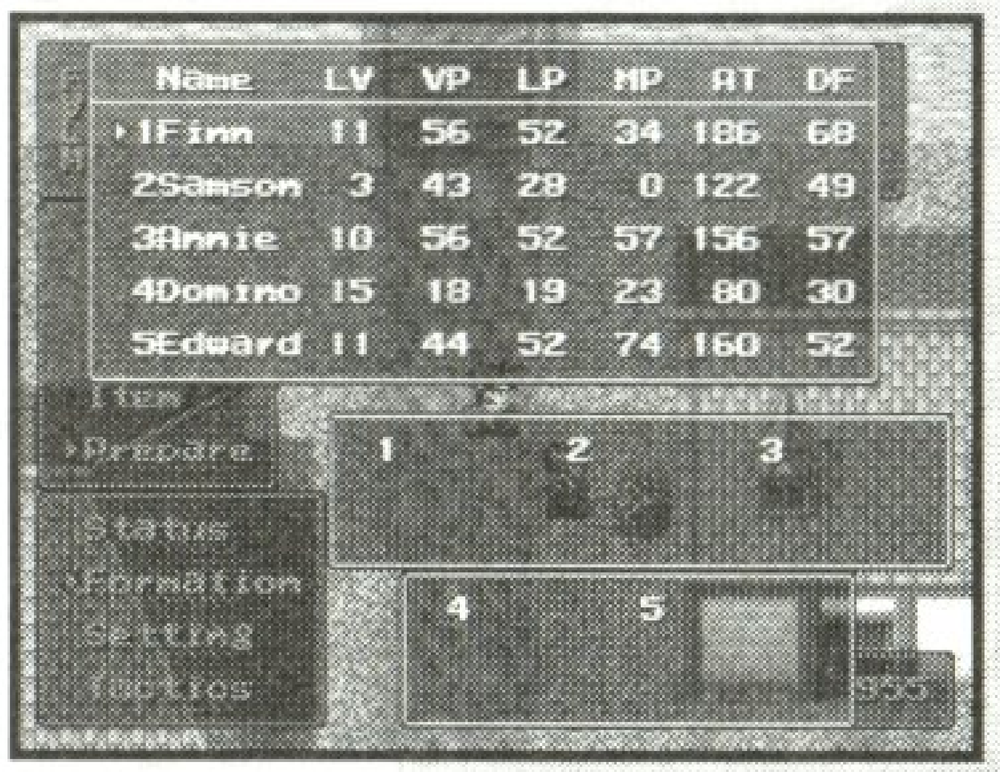


BASIC STATUS	Class	– the character's class/profession
	Condition	– any present illness or abnormality
	VP	– vitality points ratio (current/max.)
	LP	– life points ratio (current/max.)
	MP	– magic points ratio (current/max.)
FIGHTING CAPACITY	Attack	– attack power as affected by weapons
	Defense	– defensive strength as affected by armor and shields
	Speed	– speed after using weapons and items
	EXP	– current experience points
	Next	– experience points required to advance to the next level
BASIC CAPACITY	Strength	– strength and stamina
	Defense	– physical defense capabilities
	Speed	– quickness
	IQ	– intelligence
	Luck	– success ratio

ITEMS PREPARATION: Shows the items and equipment the character currently possesses, and the character's current preparation state. Press ✕ to toggle the display between the Basic Capacity/Items Preparation windows and the Magic Possession window.

FORMATION

In BEYOND THE BEYOND, the fighting formation has a front line of three people, and a backup line of two people. The front line can inflict great damage to the opponent, but it can also be severely damaged. On the other hand, the backup line might receive less damage, but cannot strike as hard.

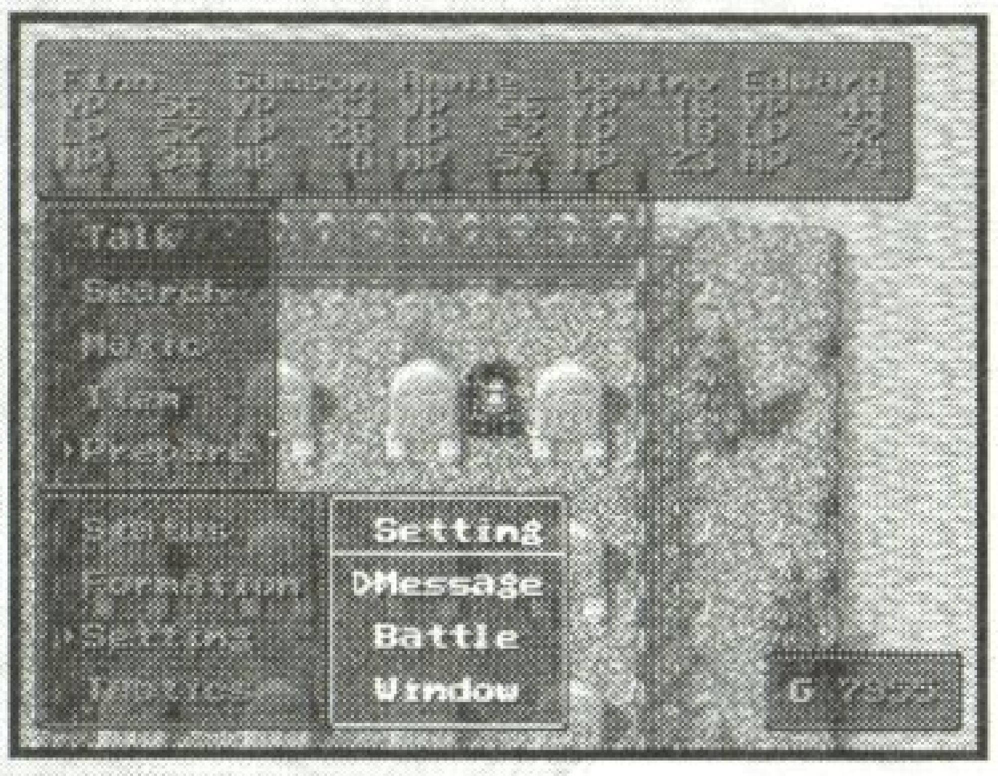


Select FORMATION to display the characters' combat formation and status. During battle, the characters' speeds will determine who attacks first. It's advantageous to place those members with less fighting power in the back.

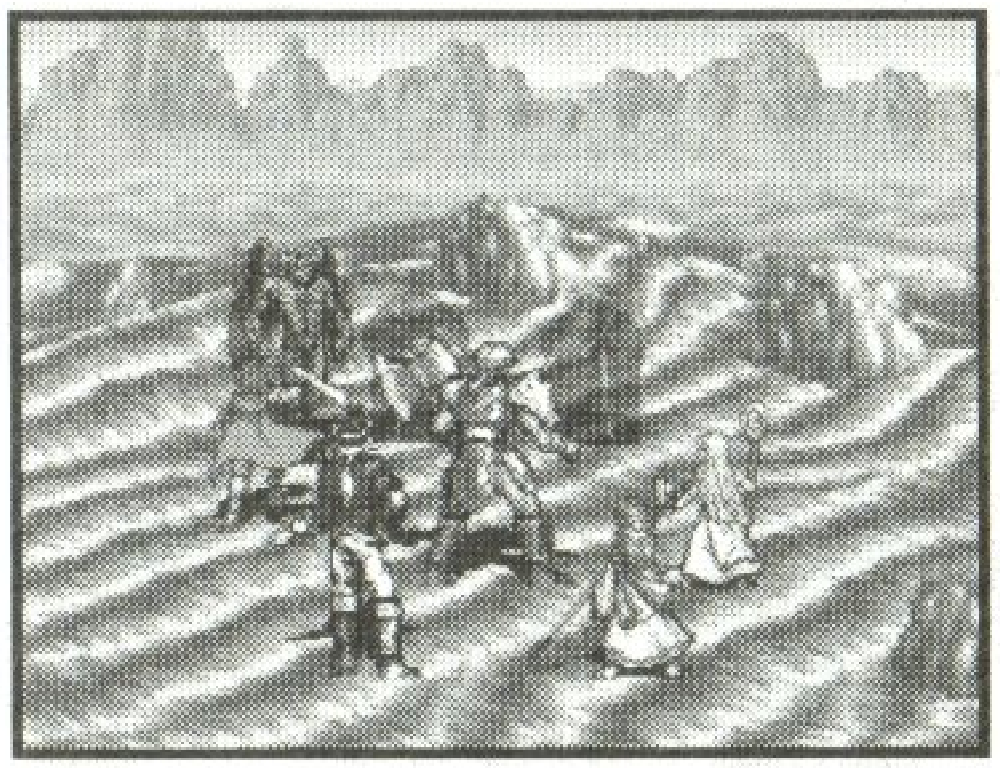
To change the formation, select a character and press ✕. The cursor moves to the position number. Select a different position number and press ✕. The formation will change, placing the selected character in the new position.

SETTINGS

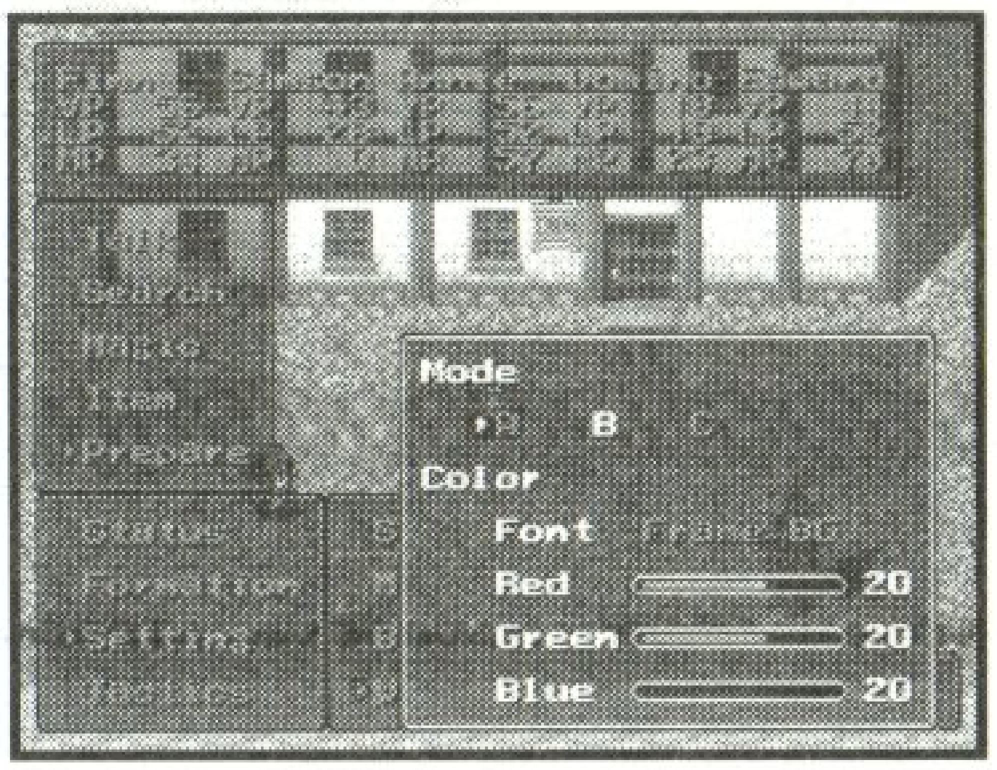
This command lets you adjust certain settings so you can play the game more comfortably. Settings do not directly affect the contents of the game, but once a setting is selected, it stays in effect until the end of the game, or until you change it.



MESSAGE: This sets the display speed of the screen messages. If you find that the messages display too quickly and are difficult to read, change the speed to a slower setting. On the other hand, if the messages display too slowly, change the speed to a faster setting. Be careful not to set the speed too fast or you may miss an important message.



BATTLE: This command turns the Battle Window ON or OFF during combat. When OFF, no excess windows are displayed during a fight, so you can enjoy the action to the fullest. However, important information such as status is also not displayed, so you must stay aware of the characters' fighting conditions.



WINDOW: This command changes the color and background of the windows, menus and text. A menu appears with the following options:

MODE sets the background to A (Clear), B (Smoky) or C (Opaque).

COLOR sets the display colors. Press the Directional Buttons left/right to highlight:

FONT: The color of the text used for dialog and messages.

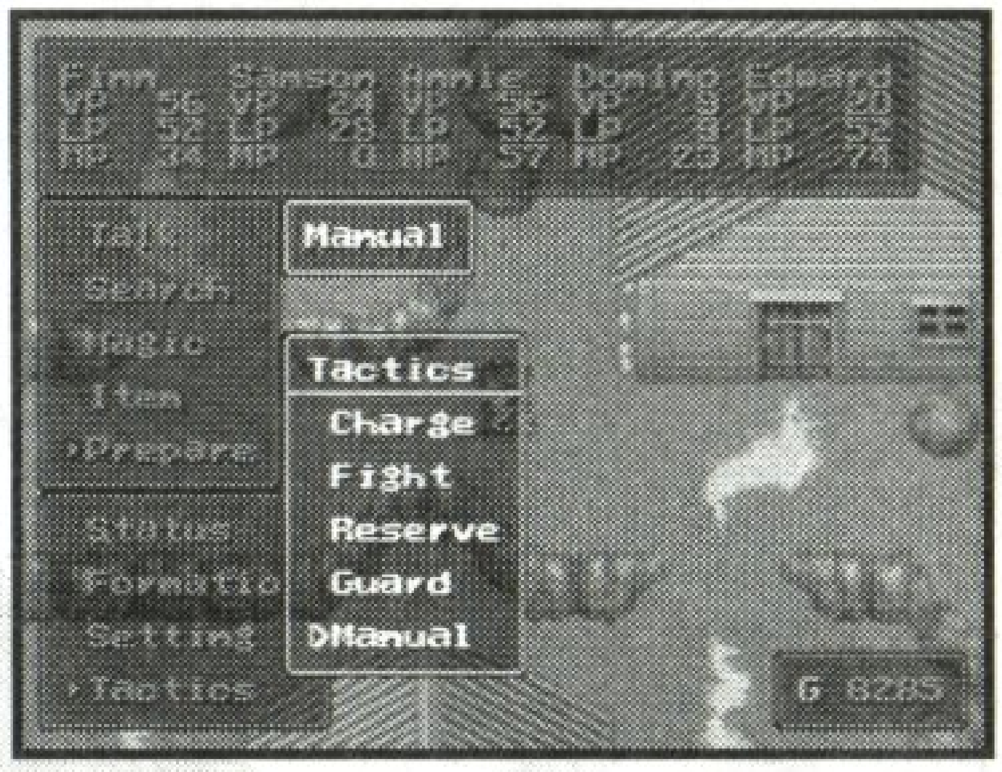
FRAME: The color of the frame around each dialog box and menu.

BG: The background color of each dialog box and menu.

When you have FONT, FRAME or BG selected, press the Directional Button down to each color selector, and left/right to adjust the tints for each.

Note: If you select Mode A for a Clear background, you will not see any change when you adjust BG colors. Press ✕ to close the Window Menu.

TACTICS



During a fight, the main character's comrades will make decisions for themselves and fight on their own. However, sometimes they can get out of hand. Use the TACTICS command to give instructions to the characters. There are five commands to chose from, but only one command can be chosen at a time. Learn to use these tactics effectively depending on each situation, and change your tactics frequently as the fighting situation changes.

CHARGE: This does exactly what the word means: the character gives everything he or she has. With this tactic, the character uses the type of magic that inflicts the most damage. If you run into a strong enemy unexpectedly, use this tactic to get out of trouble.

FIGHT: This tactic is for fighting at a normal level. The character tries to fight the enemy effectively, without wasting efforts, by taking into account his or her own strength and the opponent's power. This tactic may be enough under normal circumstances, since it balances both offense and defense well.

RESERVE: This tactic disables the use of magic in order to conserve Magic Points. This is effective when a character is low on magic points and cannot afford to use even one point, or when you don't want to waste magic on a weak enemy.

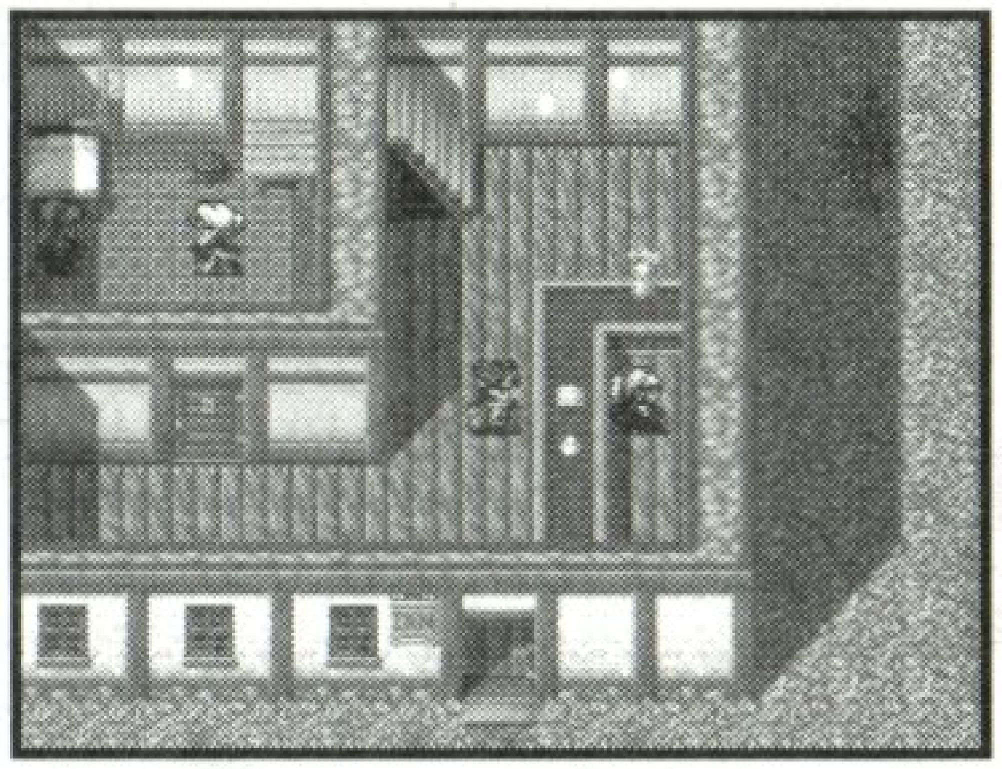
GUARD: With this tactic, a character's main priority is guarding himself or herself from injury. Since the character tries to survive the fight unharmed, he or she may fight as aggressively as in a CHARGE tactic. The difference is that in GUARD, the character's moves are basically focused on survival. This tactic is effective in saving a character who is close to death.

MANUAL: This tactic allows you to instruct each character separately during battle. Although you need to enter as many commands as there are characters, you can fight a more detailed battle. Consider using this tactic when care is essential and a single uncontrolled mistake could bring disaster!

Facilities around Town

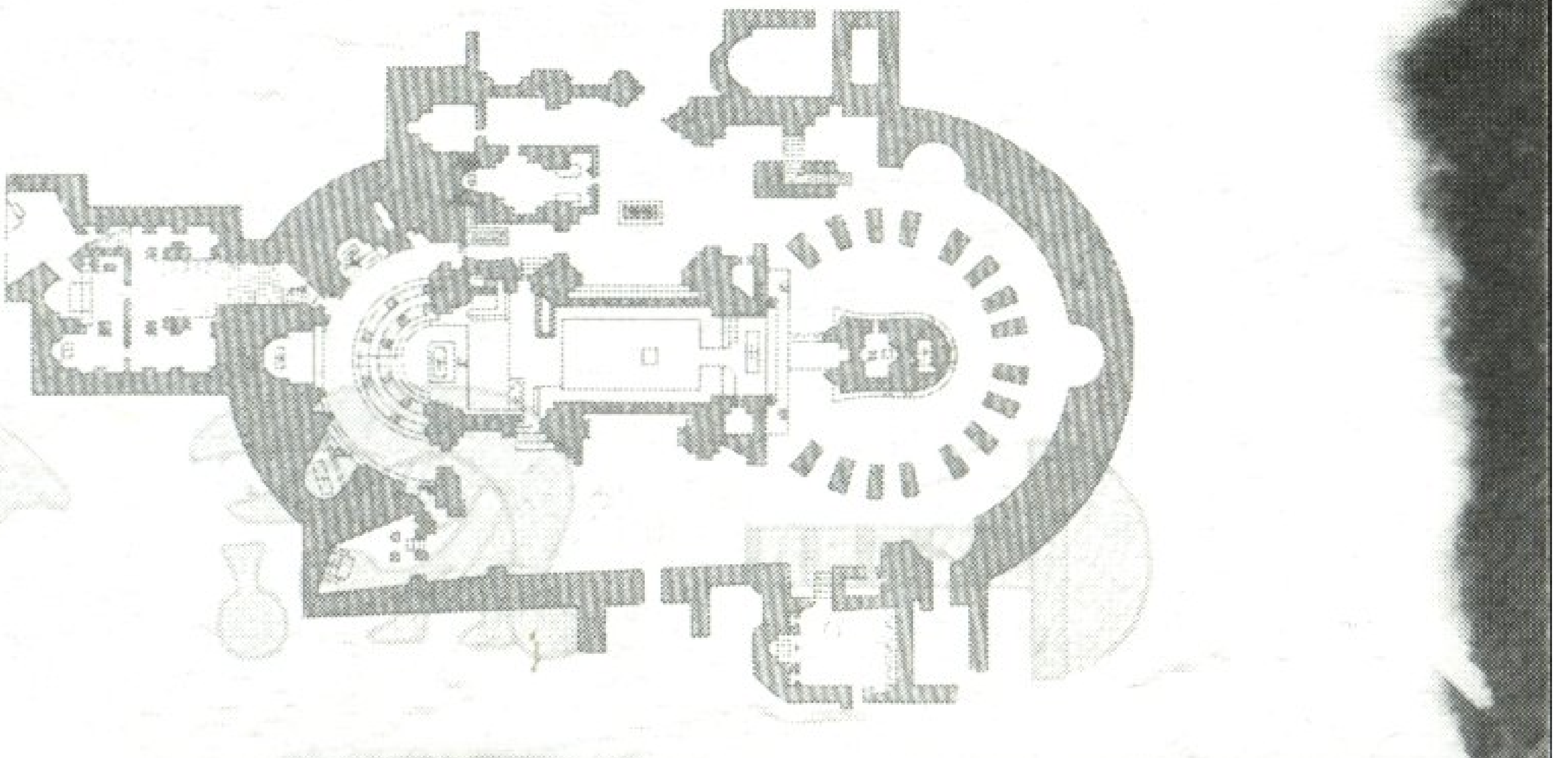
You'll find many different shops in the villages and towns of BEYOND THE BEYOND. There are no shops in Isla, only a travelling merchant who sells his wares in the streets.

Inns

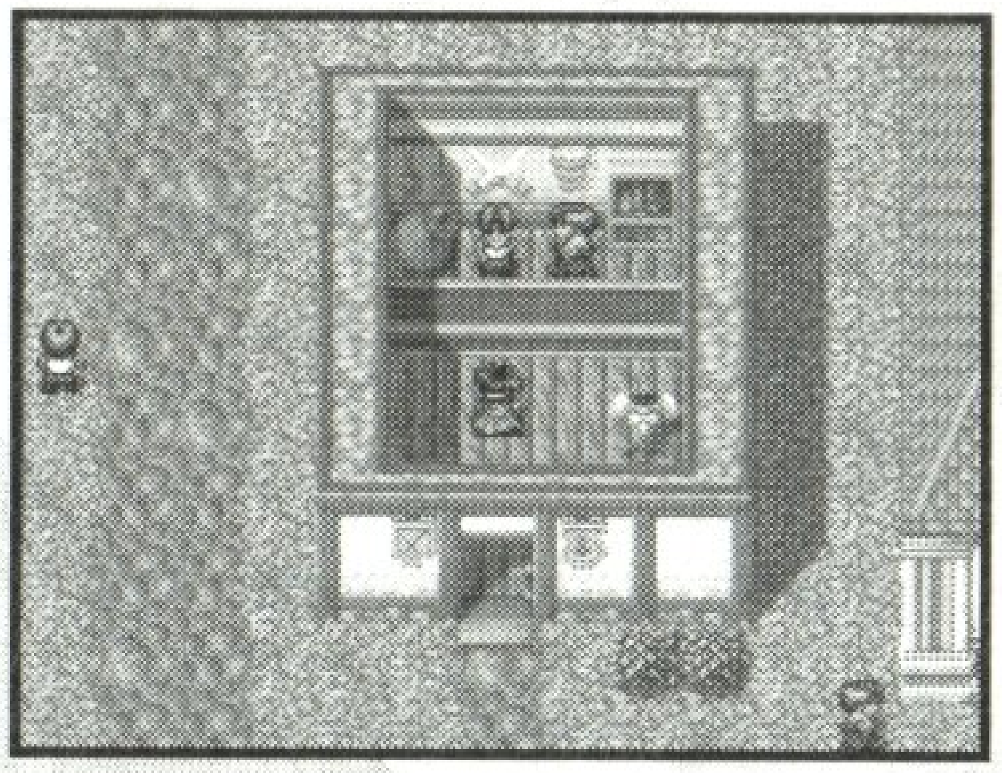


These will bear the sign "Inn." Staying at an inn allows you to recover your VP, LP and MP to the maximum levels. You will very likely stay at these inns often throughout this long adventure. When you talk to the innkeeper, he or she tells you the rate per night, and asks if you want to stay. Select either YES or NO. Depending on the location, there may be other places to recover your energy. For example, in the Village of Isla, the bed on the second floor of Galahad's house can be used as a resting place in the same way as an inn.

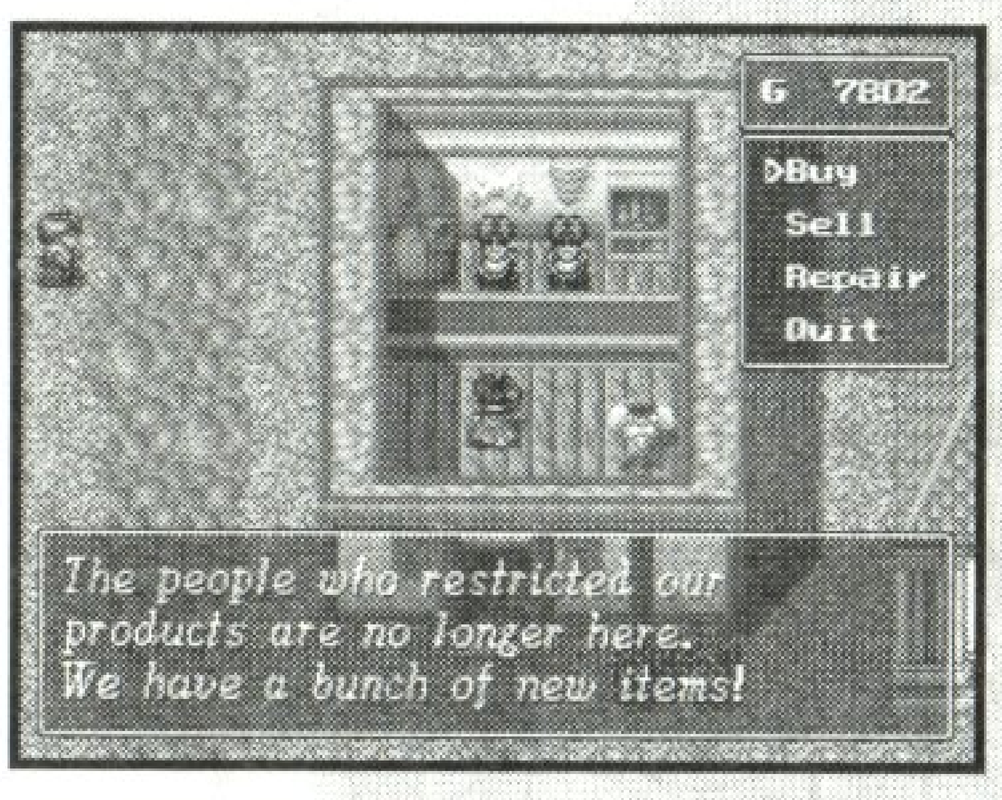
WHEN SOMEONE IS DEAD OR POISONED: Inns can be used to recover VPs, LPs and MPs, but cannot be used to revive the dead. If one of your friends should die, revive him or her at a church. Also be aware that inns cannot be used to recover from poisonings. Instead, you must cure the character at a church or use an antidote.



SUPPLY SHOPS



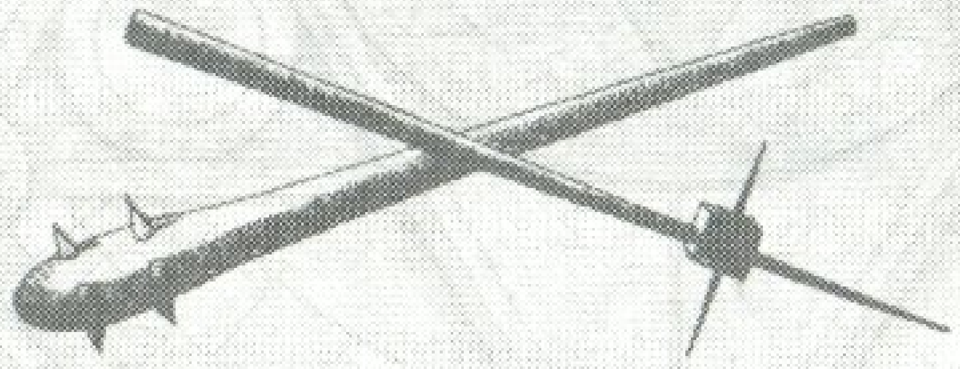
Supply shops have signs that resemble medicine bottles. Supply shops conduct the buying and selling of items such as herbs and antidotes and repair damaged items. While they sell mostly consumption items, every once in a while they offer other valuable items. It doesn't hurt to check their inventory even if you don't need anything in particular.



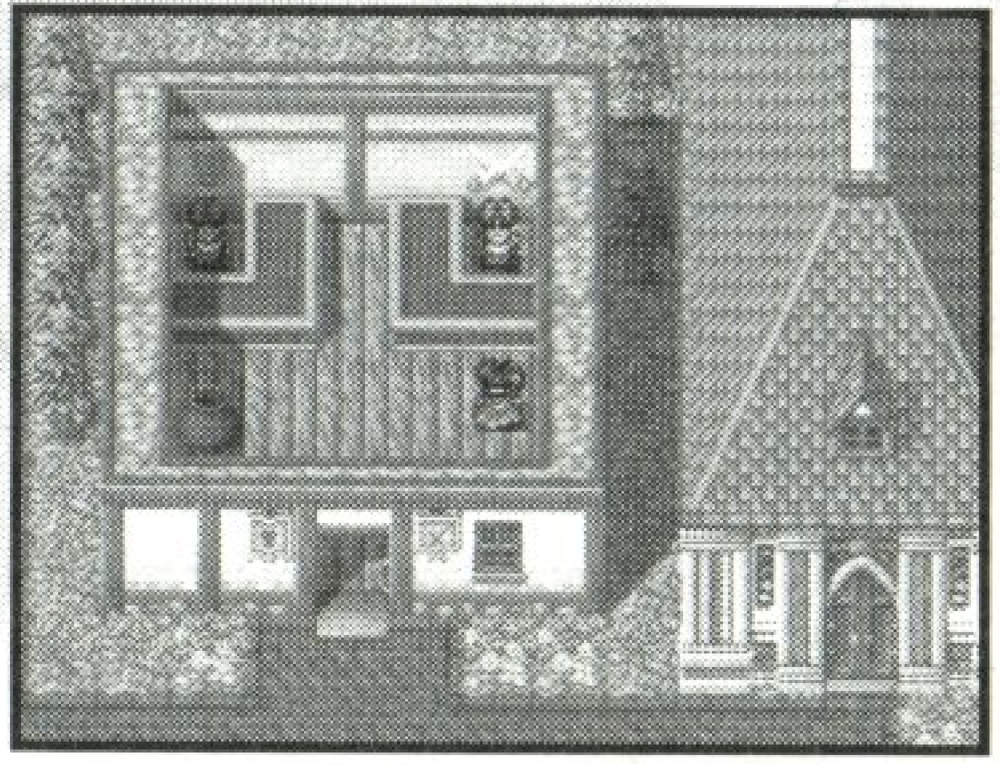
BUY: Displays a list of items for sale in the shop. Select an item and the character you are buying the item for, and the purchase is complete.

SELL: Displays a list of characters and the items they own. Select a character and an item you would like to sell. As a general rule, the selling price is 75 percent of the purchasing price.

REPAIR: Select the item that needs repair out of the list of items you own. You cannot repair items that are not broken.



WEAPONS & ARMOR SHOPS



Weapons shops have swords on their signs, and armor shops have shields. Some shops sell both weapons and armor. Basically, weapon shops and armor shops operate like supply shops, and can also repair broken items. However, they do have some unique features such as trade-ins and equipping.

BUY: In general, this command works in the same way as in the supply shops, except that the menu shows whether or not an item can be equipped and the change in status after you are equipped. You can equip the item when you make the purchase. You can also use old equipment as trade-ins for new items.

As you move the cursor in the Inventory Menu, different characters' names are highlighted in the Character Menu. The highlight indicates which person can use that weapon. The power value of a similar item that person already has is listed on the left, and the new item's power value is shown on the right. Do not replace the item if the number on the right is smaller than the number on the left.

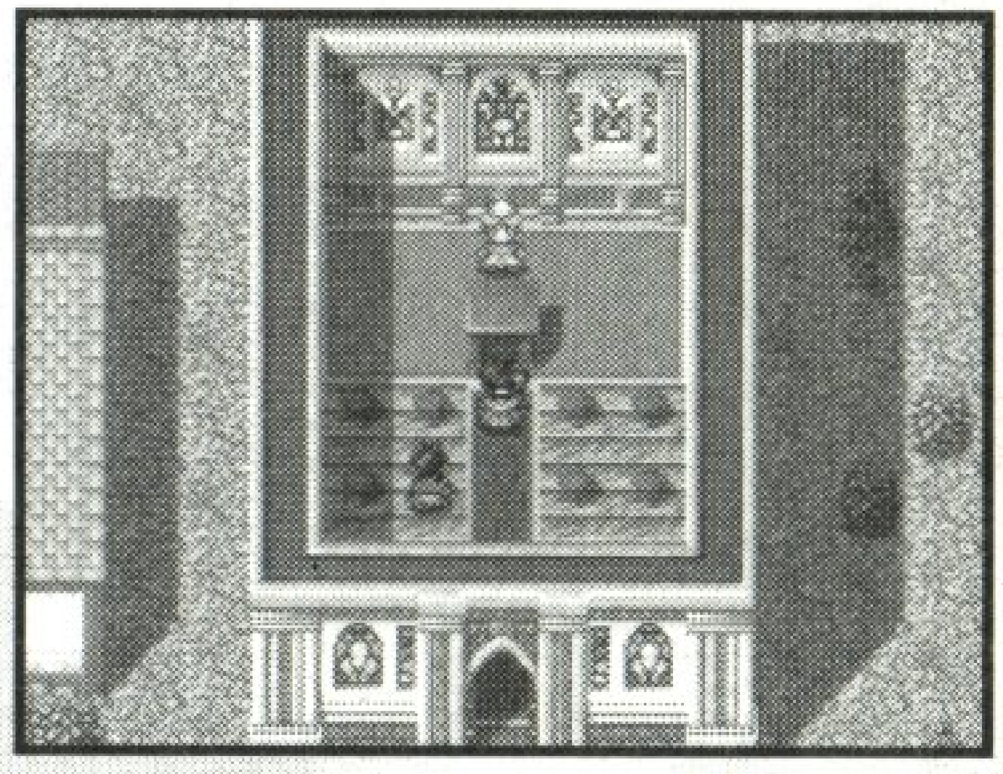
For example, say you highlight IRON STAFF on an Inventory Menu. In the Character Menu, next to Annie's name, the power value of her present weapon, a bronze rod, is listed as 36. The number to the right is the power value of the iron staff, at 43. So, the iron staff is a more powerful weapon and worth buying. If a character cannot use an item, the words "CAN'T EQUIP" appear next to the character's darkened name.

Equipping an item: A gold E listed next to an item in the Inventory Menu tells you that a member is equipped with that item. When a person is equipped, the weapon or armor is battle ready. When you buy an item, you will be asked if you want to equip it. Select YES and press ✕, and the new item will replace a similar item that was previously equipped. You can elect to hold onto the old item, or sell it.

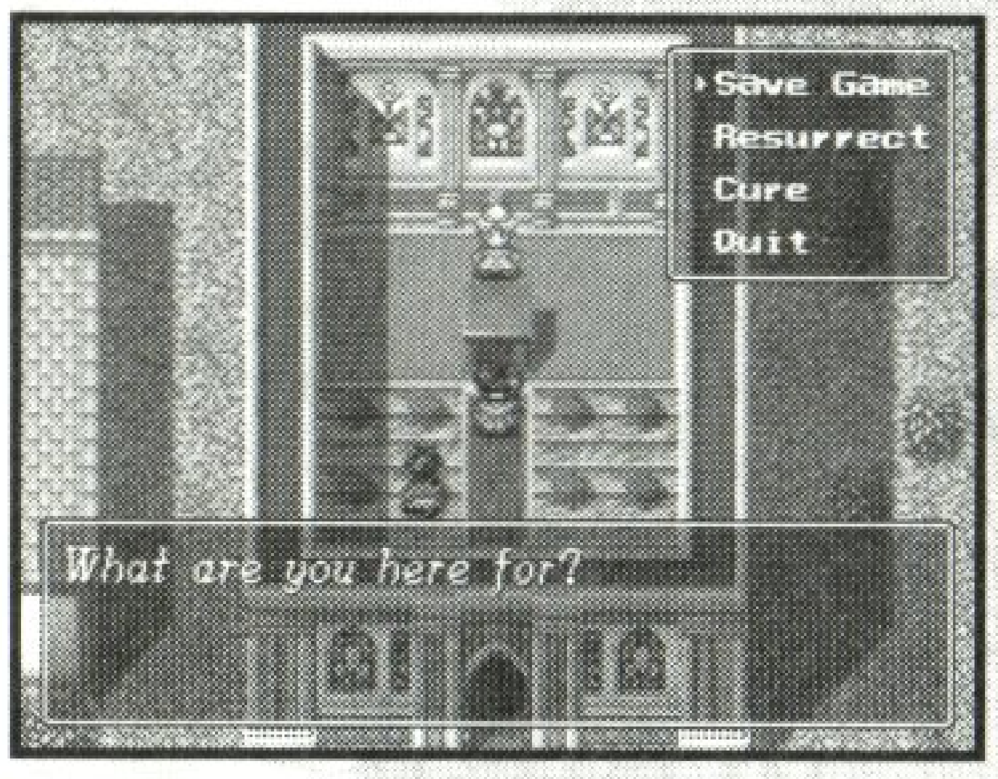
SELL: This also works in the same way as in the supply shops. You can sell not only weapons and armor, but other items as well. You cannot sell anything that is currently equipped.

REPAIR: This command is the same as in the supply shops. From the list of items, select the one you want repaired. Incidentally, since weapons and armor never break, you will never need to repair them.

CHURCHES



Although these are not shops, churches are the places you will depend on most throughout your journey. Churches allow you to resurrect the dead, cure abnormal conditions, and save the game so the adventure can be interrupted and continued later. None of these features are available elsewhere, so learn to use them effectively.

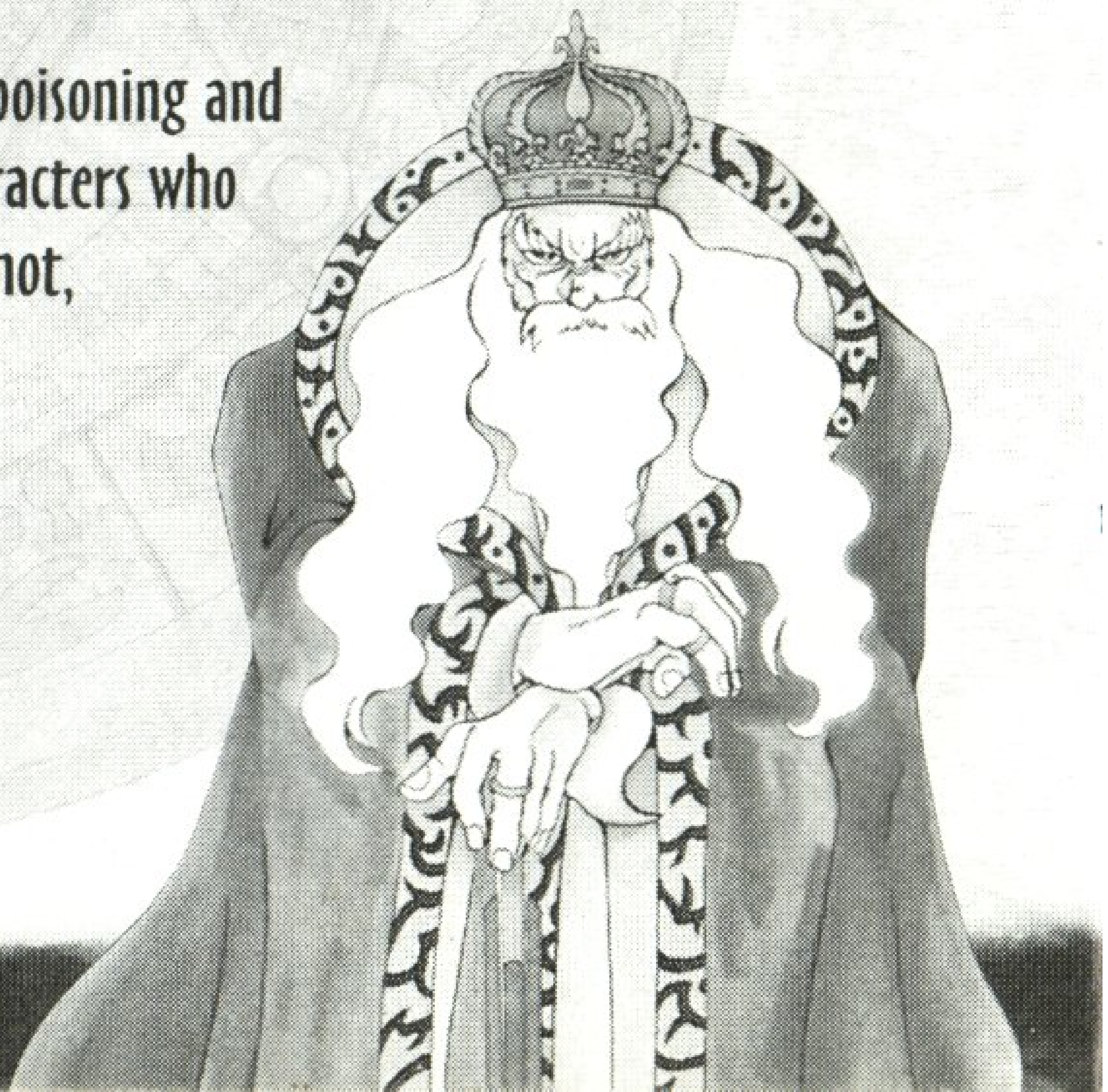


SAVE GAME: Select this to save the game, and select YES when asked if you want to record your journey. Three files are displayed for each memory card. Select the file of your choice and press ✕.

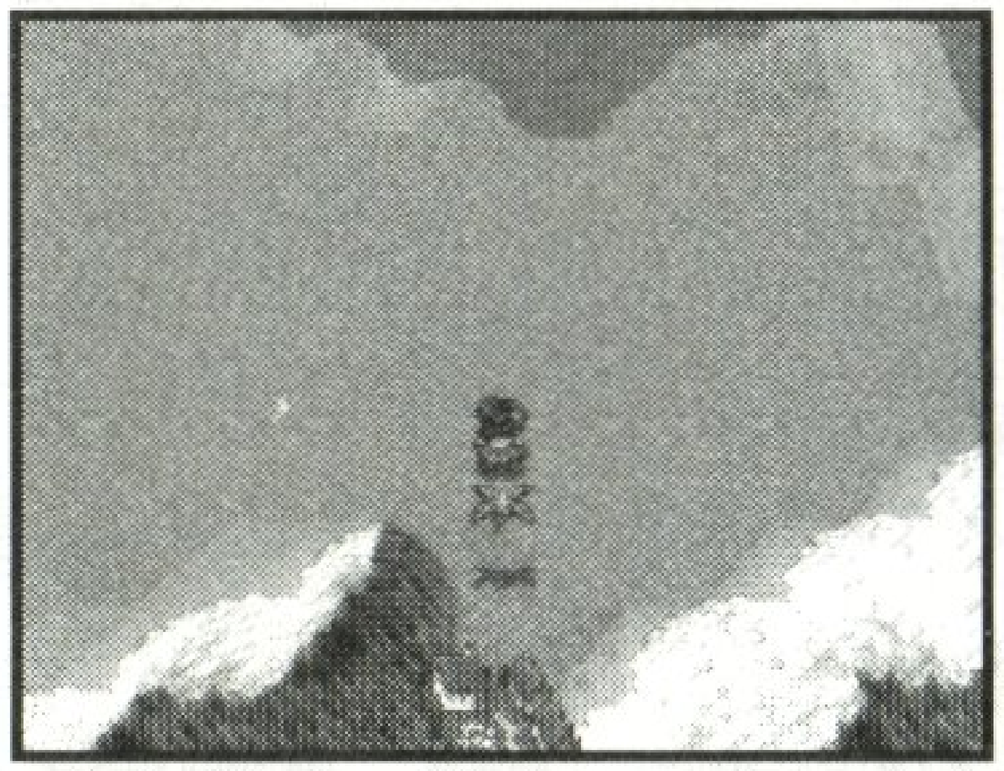
RESURRECT: This lets you revive a character who has died. Once you select this command, it displays the amount you must pay for the service and asks if you want to go ahead with the revival. Choose YES if you wish to go on, and you have enough gold to pay the fee.

CURE: Use this command to cure abnormal conditions caused by poisoning and other injuries. Once you select this command, it displays the characters who need treatment. Decide whether to go on with the treatment or not, depending on what you can afford.

QUIT: Use this command to resume the game.



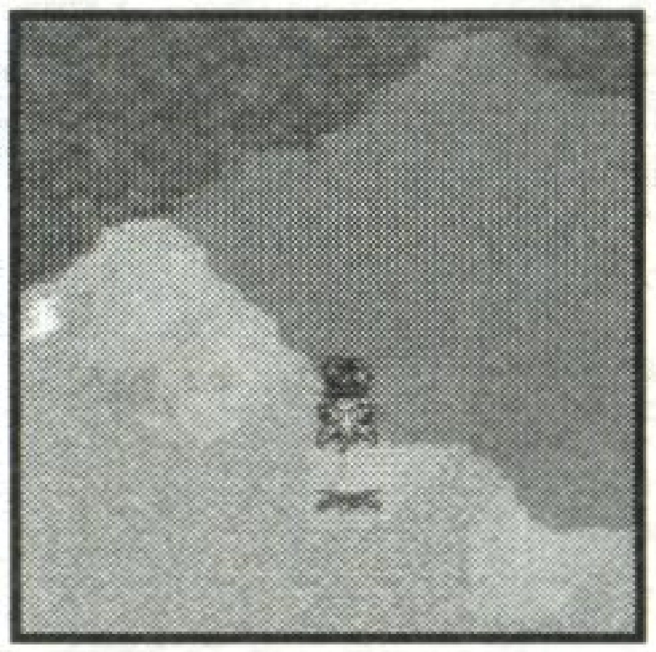
Setting Out on the Adventure



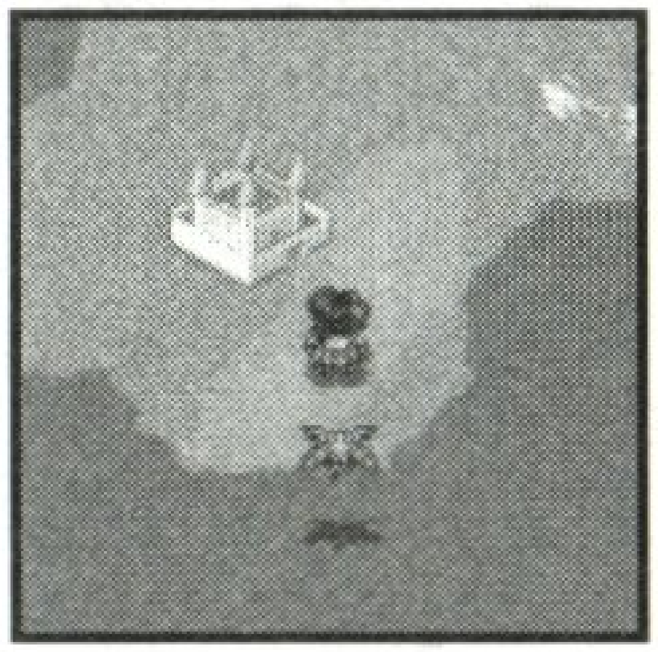
Once you complete your preparation in town, it's time to set foot outside. In the beginning, you won't be able to go far, but eventually you will venture out into a vast area. The journey through the fields is generally on foot. As the story progresses, however, you can use special vehicles to make the journey. Also, unlike in town, you may bump into enemies while roaming around, so be careful. As with the town scenes, a Command Menu appears when you press ✕.

During your journey, you'll encounter many types of terrain, each with its own characteristics.

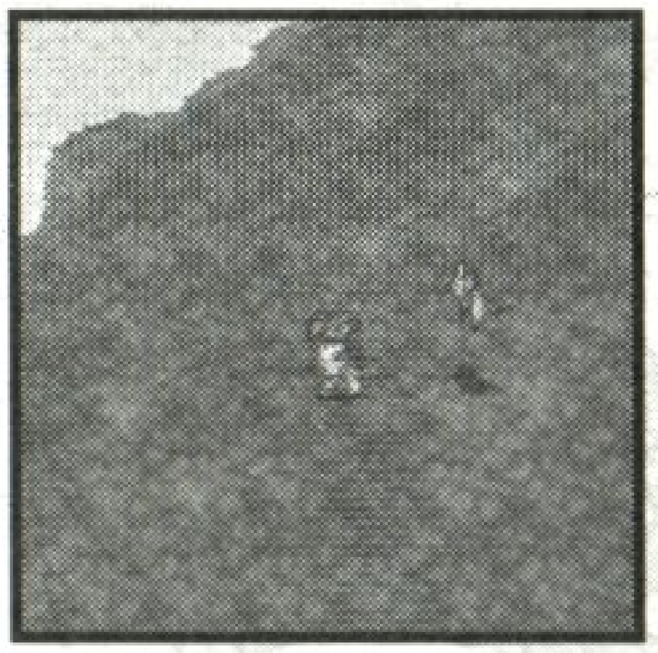
TRAVELING IN THE FIELDS



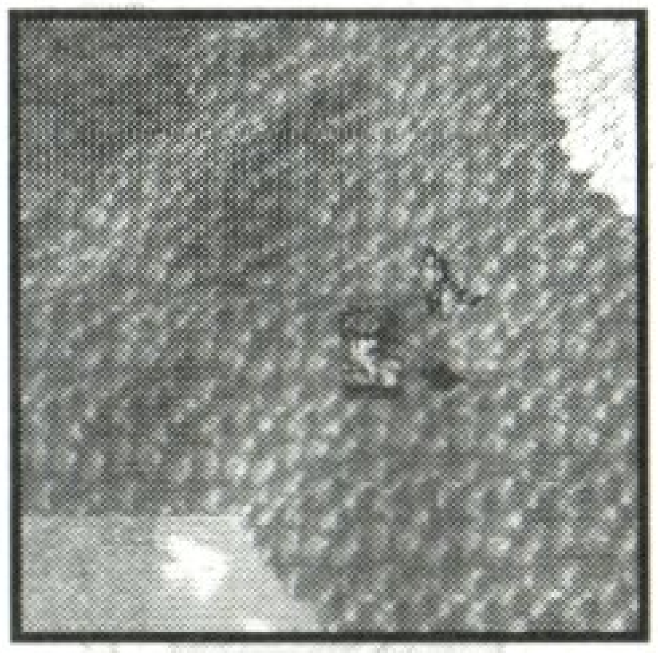
FLATLAND
Regular walking is possible. This is a comparatively safe area where few enemies will attack.



TOWN/CASTLE SYMBOLS
Walk onto these symbols to enter a town or a castle.

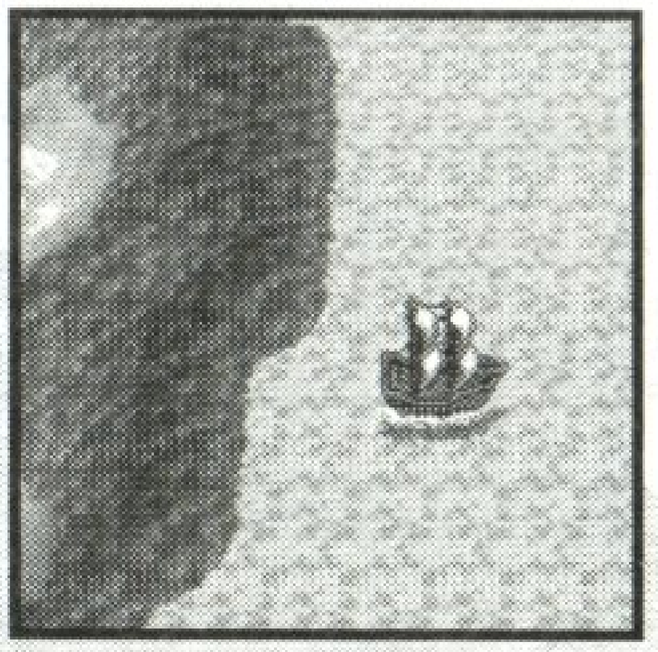


FOREST
As in the flatlands, regular walking is possible, but the risk of running into an enemy is higher.



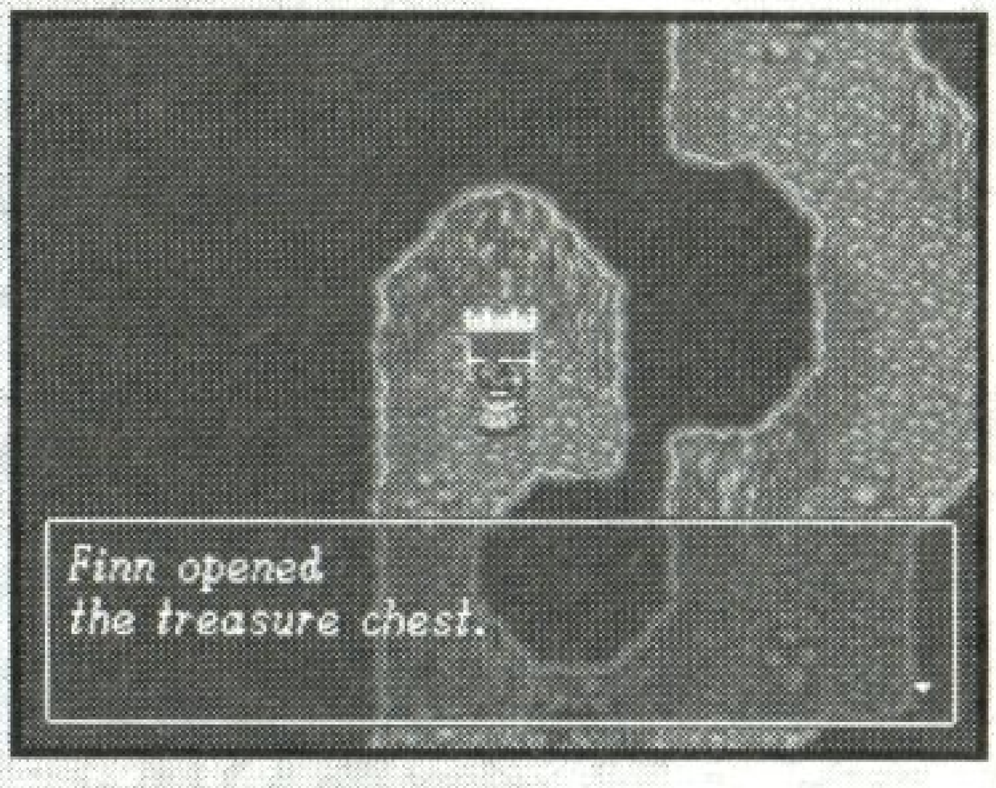
MOUNTAIN
Because of its topography, the risk of running into an enemy is even higher in the mountains than in the forest. Enemies here seem to be stronger as well.

ROCK MOUNTAIN
These are hazardous mountains that are impossible to pass through.

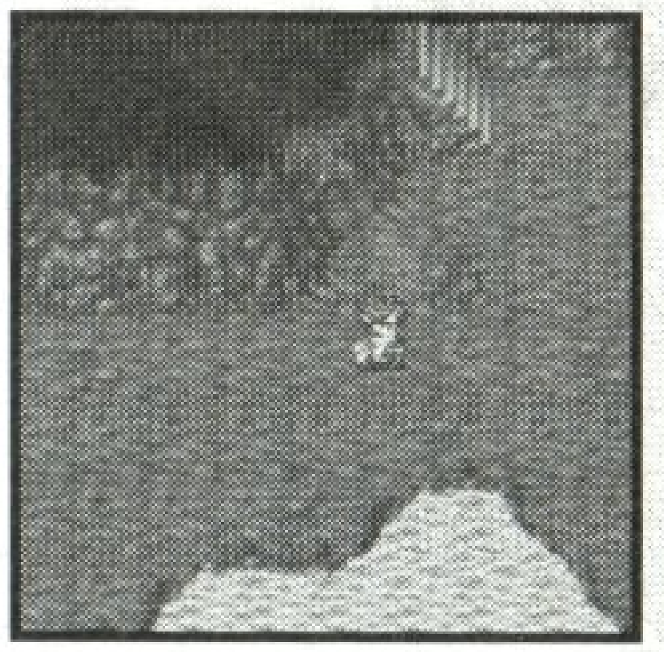


SEA
Although it is impossible to cross the sea in the beginning, you will be able to navigate yourself freely once you acquire a ship.

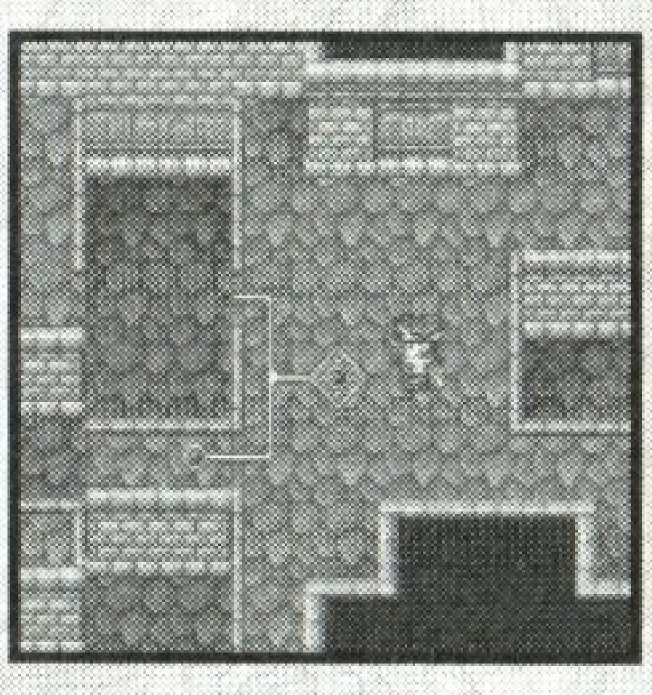
ADVENTURE IN THE DUNGEONS



Travel a short distance southeast from the Village of Isla, and you will see an entrance to the cave that Galahad suggested you go to. This is the Cave of Spirits, one of the types of places called dungeons. All dungeons are not necessarily caves; they can also be towers or shrines. More enemies lurk in these dangerous places than in the fields. Treasure chests and traps are also prevalent in dungeons. Be well prepared before entering any dungeon, since it's impossible to predict what will happen once you are inside.



UNDERGROUND CAVERNS/STALACTITES
Generally there is not much mystery solving here. The greatest obstacles are surprise enemy attacks.



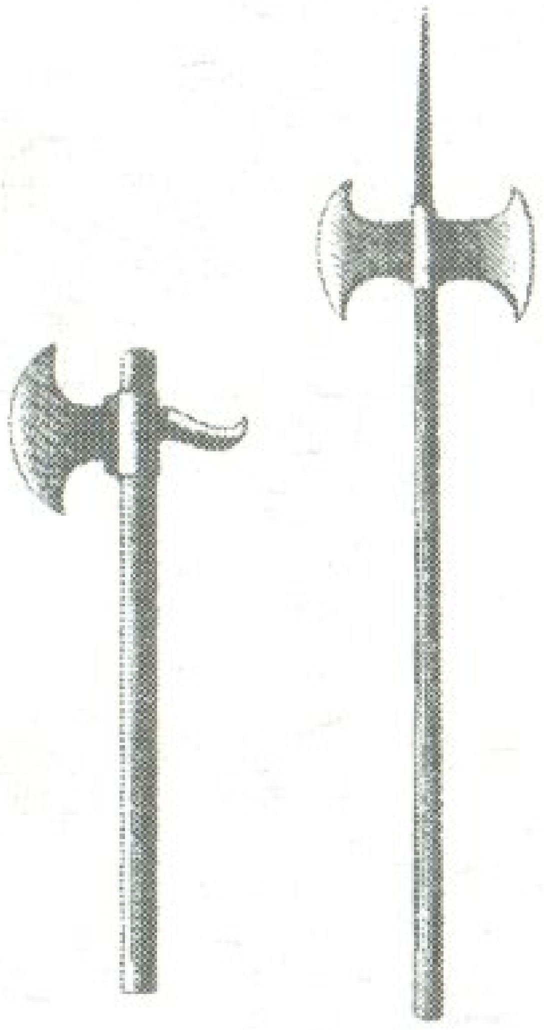
RUINS/SHRINES
Mystery solving is the main purpose of these dungeons. Sometimes you can get hints to these mysteries.

OTHER DUNGEONS
These are more difficult and offer fewer hints. Be very wary and use your brain!

Combat!

You must fight battles in order to gain experience, increase your strength and earn gold to buy supplies. You will know when a battle is imminent, because the enemy suddenly materializes.

The first battle takes place in the Cave of Spirits. A few steps into the cave, you encounter enemies. You are about to begin fighting! The main character will suddenly be enlarged and brought into the Battle Screen.



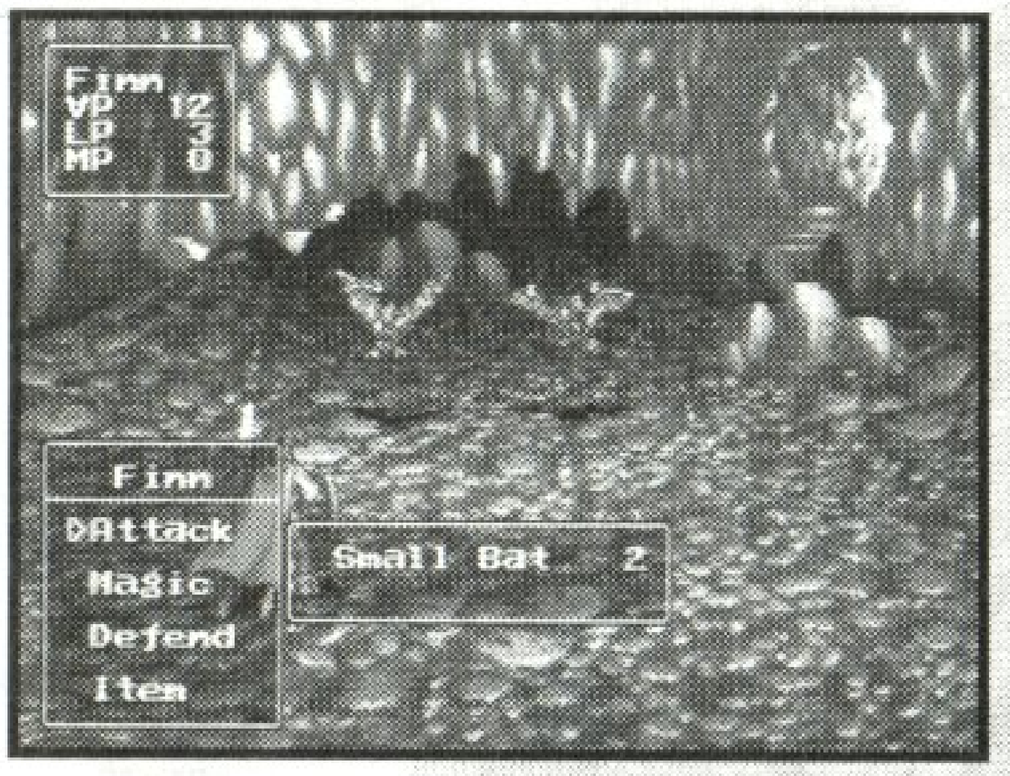
STATUS WINDOW

During battle, the Status Window automatically appears, showing the status of the main character and his friends. This is the same as the window displayed during non-combat play. See the section "The Basic Screen" for a description of the information displayed.

Both you and your friends gain power and skill as you win battles. During the long adventure, you will encounter regions where only the strong dare travel. If you are too weak to survive a battle area, fight lesser monsters first, then attack the tougher areas at a higher Experience Level and with more powerful weapons.

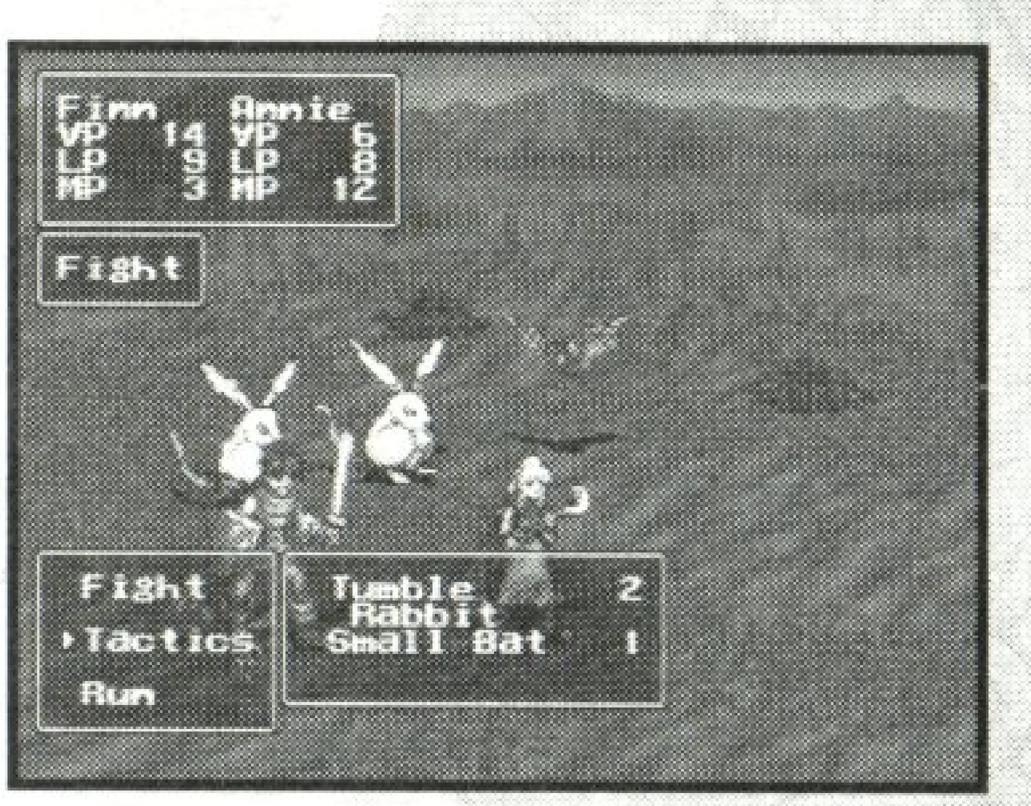
COMBAT COMMAND MENU

Once the fighting begins, a Combat Command Menu appears at the bottom left of the screen. Here, you select the first command for going into a fight. There are three combat commands: FIGHT, TACTICS and RUN.



FIGHT

Use this command to fight the enemy. Select FIGHT and press ✕ to display a submenu of actions the character can take, including ATTACK, MAGIC, DEFEND and ITEM. These commands are explained in the section "Effective Fighting Methods."



TACTICS

Basically, this is the same as TACTICS in the PREPARE menu of the non-combat Command Menu. Five tactics are listed: CHARGE, FIGHT, RESERVE, GUARD and MANUAL. Select whatever action is appropriate. This command does not appear when the main character is the only person in the party.

RUN

Select RUN when you'd rather retreat than fight! You and your party will attempt to escape, but the enemy may still inflict damage before you can get away. Sometimes the story setting does not allow an escape. The more you escape, the more trouble it will cause you later, so fight aggressively until you can fight no more. Then RUN!

ENEMY CHARACTER

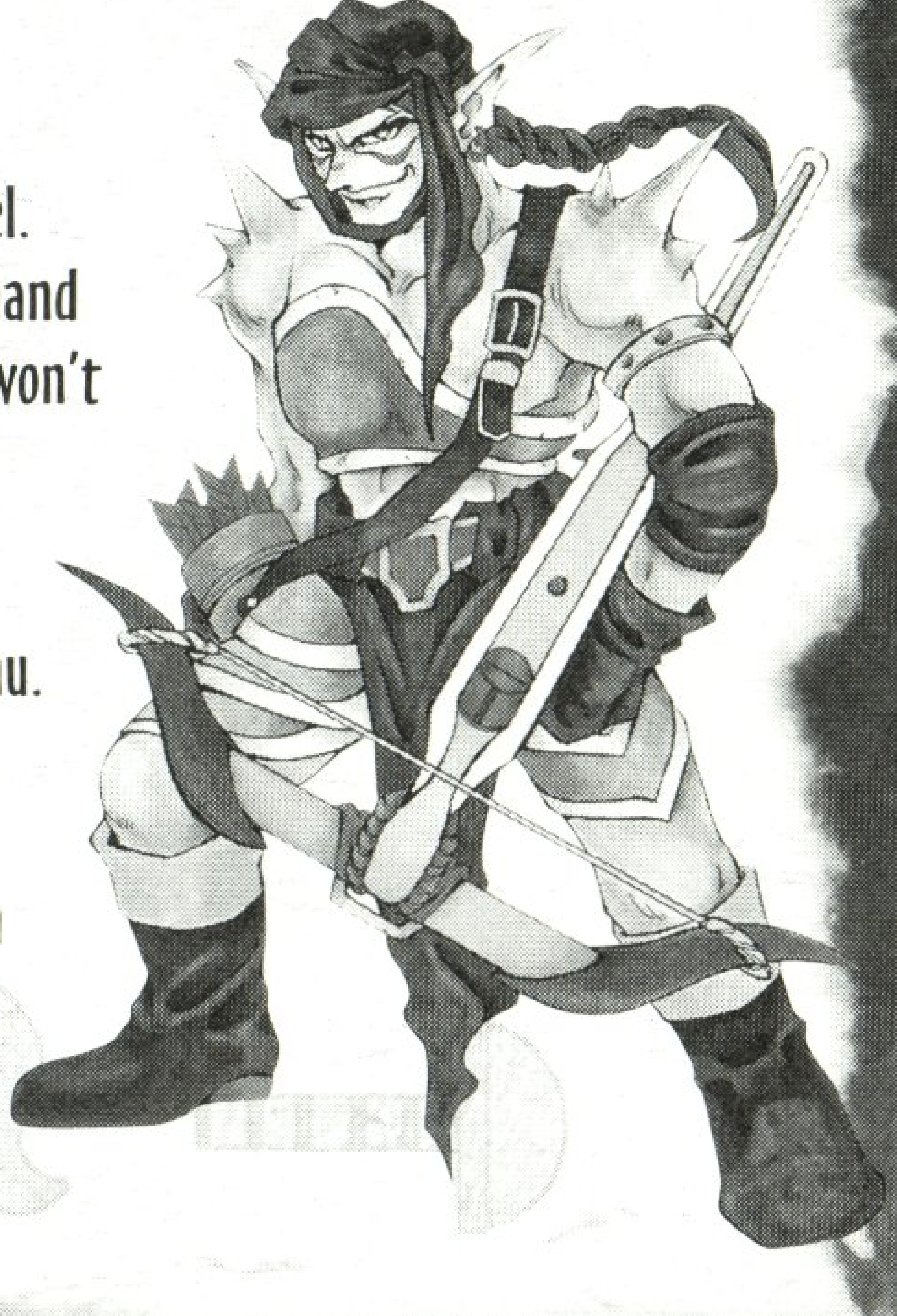
You can often predict an enemy's attack method by its appearance. Because of this, it is important to watch the enemy carefully.

FRIENDLY CHARACTER

As a general rule, characters displayed at the bottom of the screen when a command is entered are friendly characters. When fighting begins, these characters move as they like (unless the TACTICS command is set on MANUAL).

TURN-BASED BATTLE

Battles are fought in a "turn-based" or rotating combat. Friends and enemies alike move quickly in a set order dictated by their speed. The currently attacking character is marked by the moving blue attack jewel. When everyone has had a turn, you regain control of the Combat Command Menu. You can take your time setting your strategy because the battle won't start until your decisions are made.

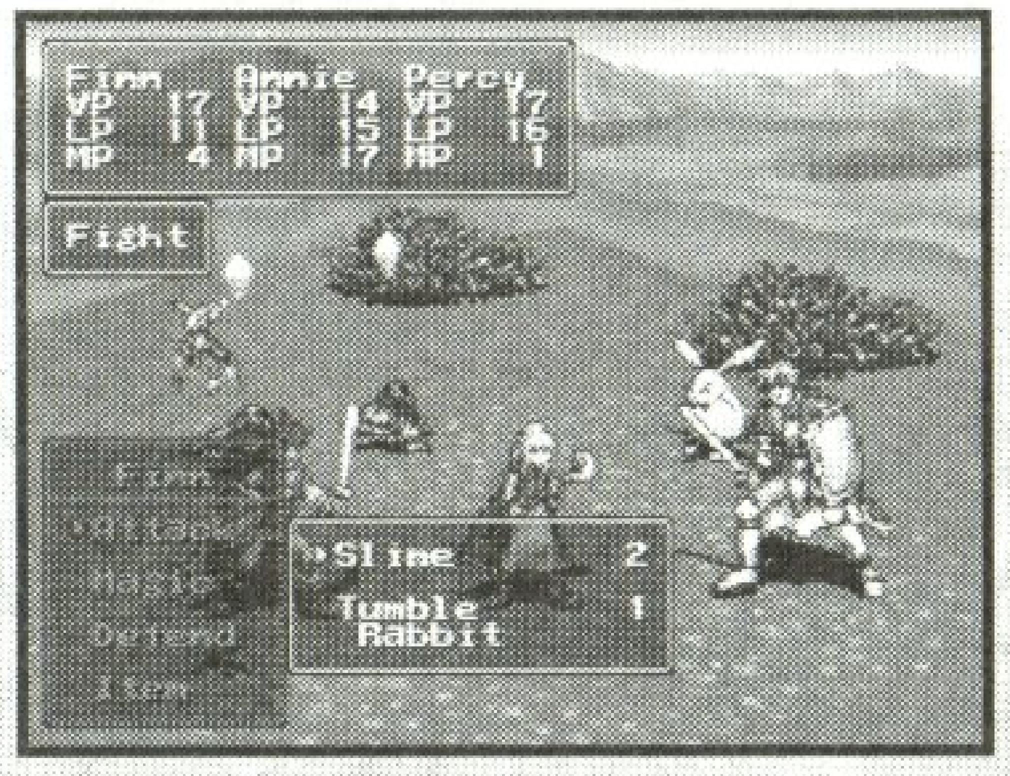


EFFECTIVE FIGHTING METHODS

Selecting FIGHT in the Combat Command Menu opens a Fighting submenu. In this submenu you can specify the actions of each character in detail. The commands available are ATTACK, MAGIC, DEFEND and ITEM. The details for using each command are explained in this section. Read them carefully to learn how to fight effectively.

ATTACK

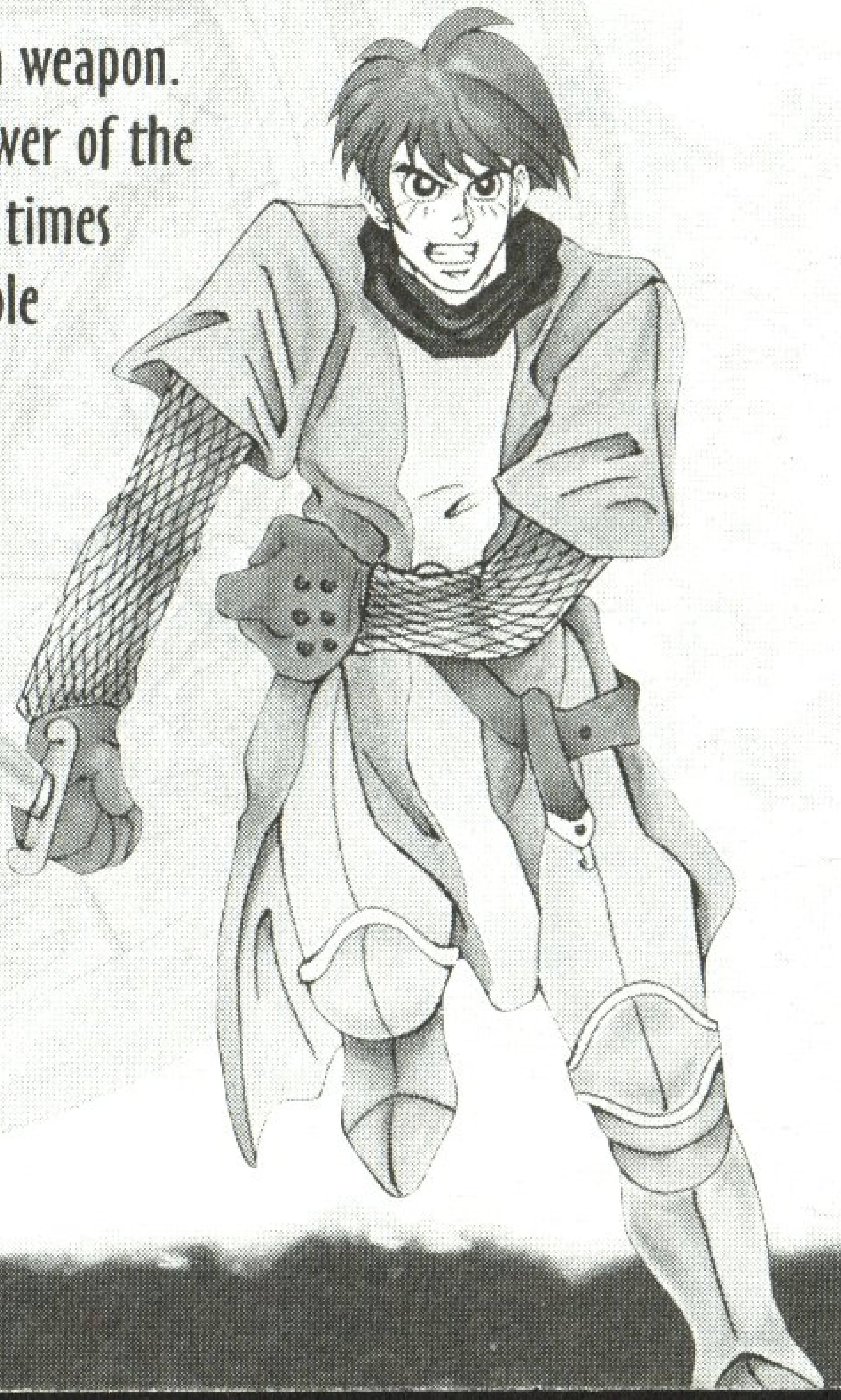
Select ATTACK.



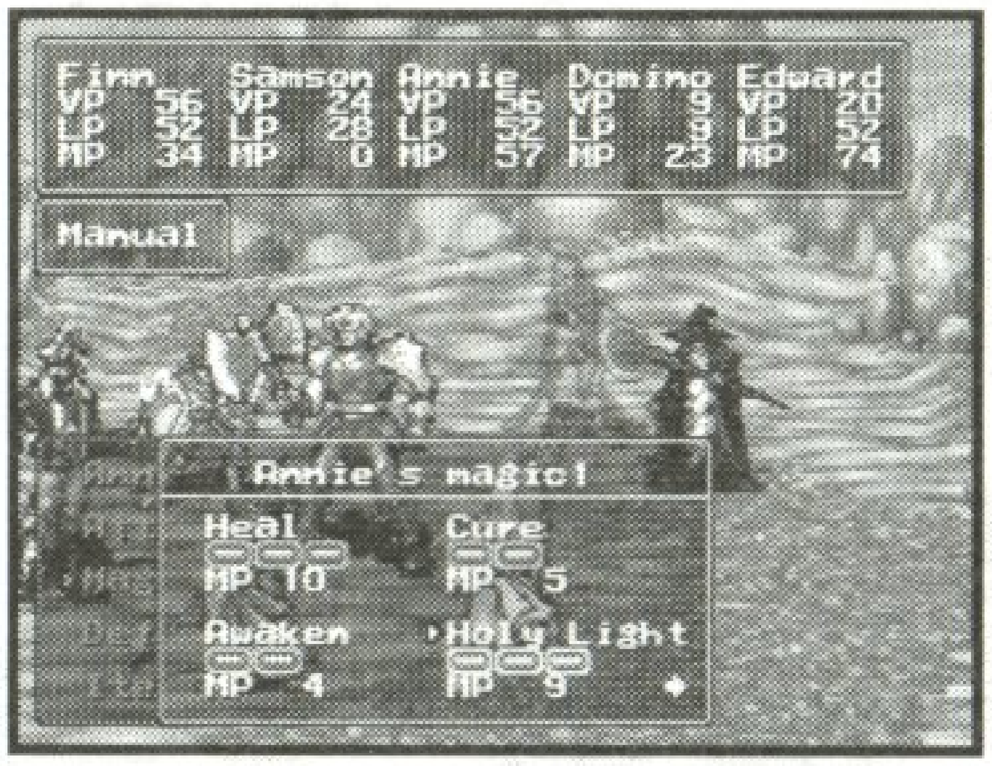
Select an enemy to attack.

Attack!

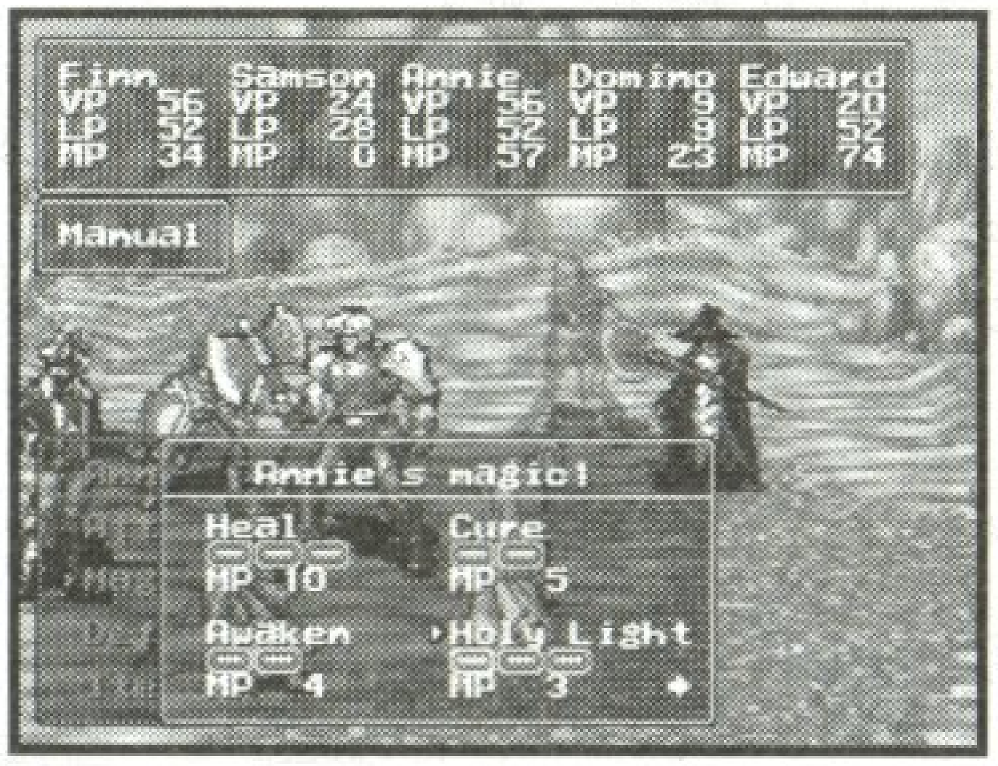
Use this command when you want to attack an enemy directly with a weapon. The damage of an attack is determined by comparing the attack power of the offensive side and the defense power of the defensive side. There are times when an exhilarating attack does more damage than usual or a double attack does twice the damage. On the other hand, there are times when an enemy avoids an attack or counterattacks. The chance of these situations occurring is fixed, but a player can also increase these chances. For details, see the section "APS: the Active Playing System."



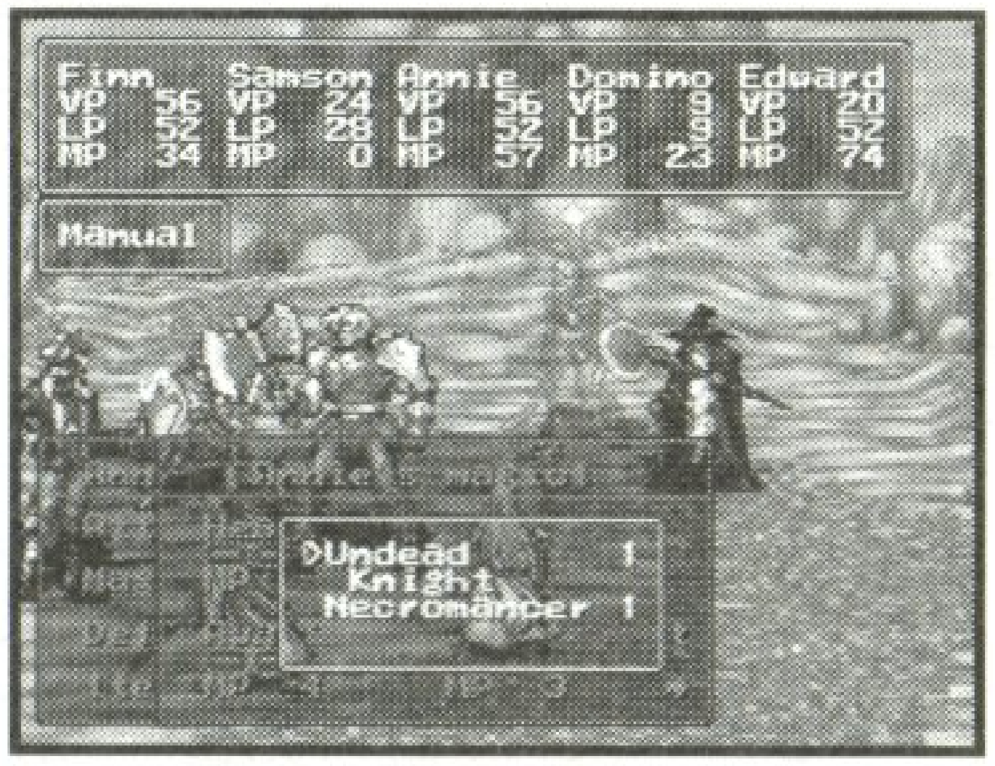
MAGIC



Select the type of magic to use.



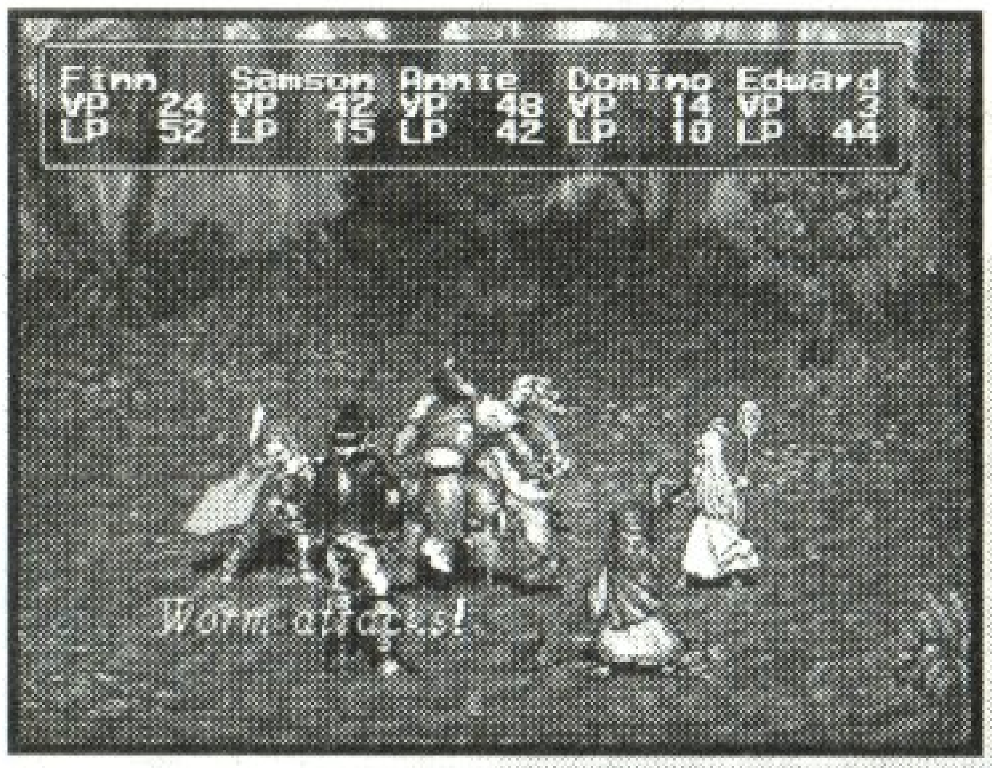
Change the magic level, if needed.



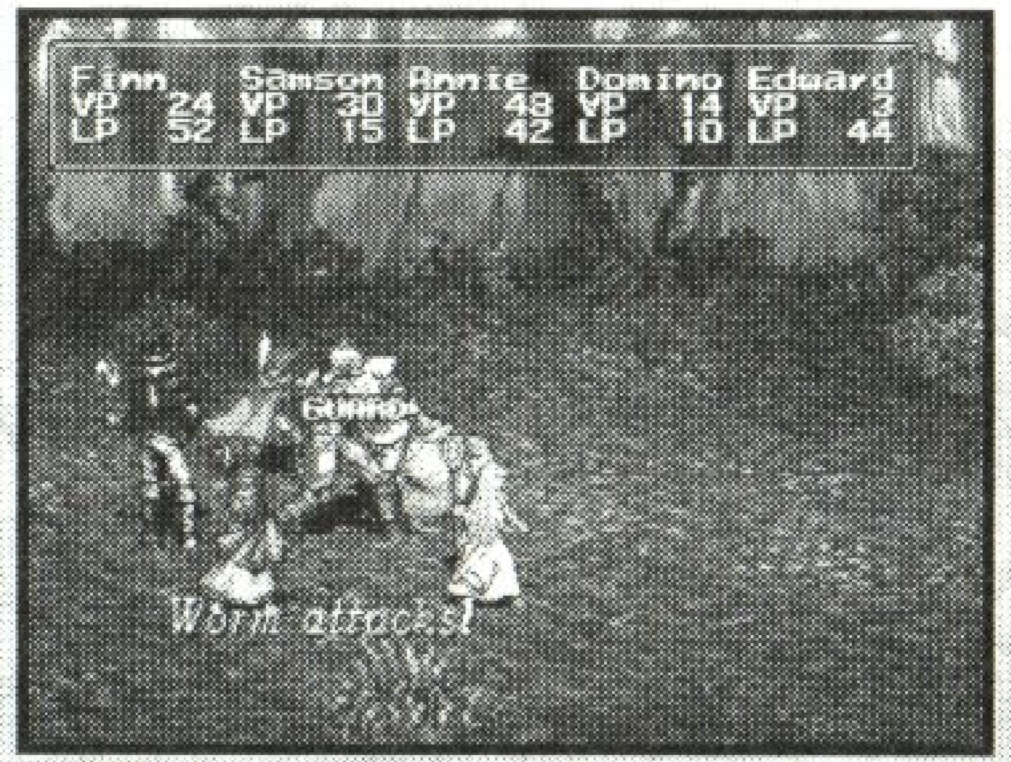
Select the opponent you'll use the magic on.

The MAGIC command is for using magic to attack enemies and support friends. Magic in combat is used in the same way as in towns and fields. Select MAGIC and the type of magic to be used. If necessary, change the level of the magic. Finally, decide on the friend or enemy you will use the magic on. For magic that is effective throughout, you may not need to choose an opponent. Some magic is more effective against certain opponents, and some magic is as effective as direct attacks. When using magic, think carefully of its effects.

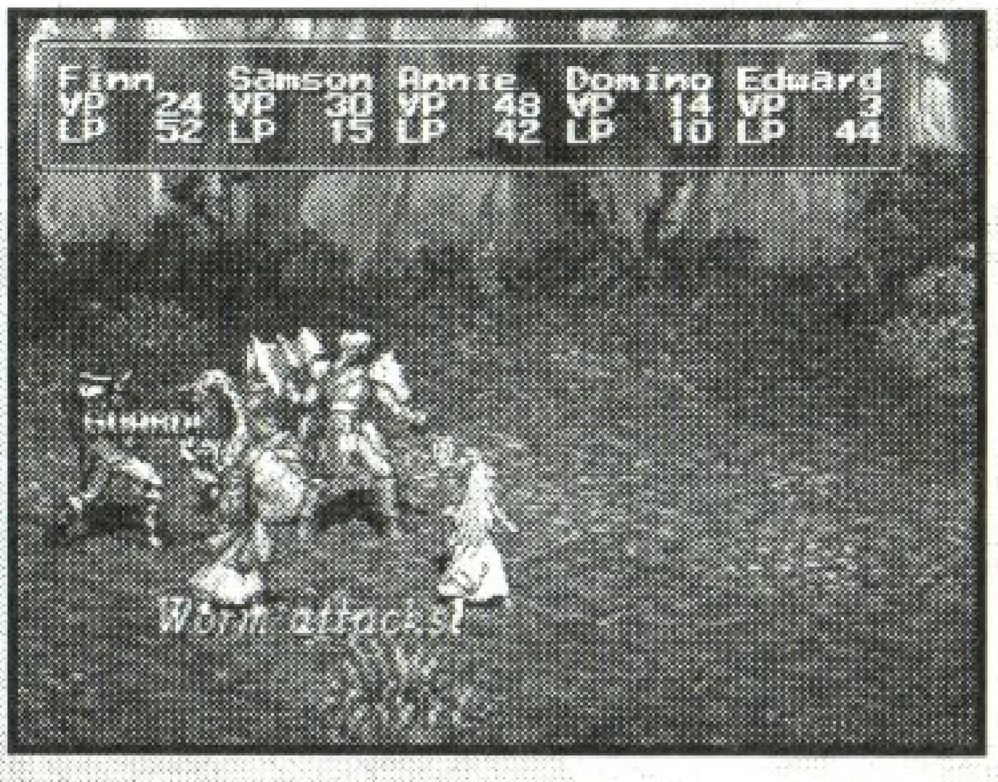
DEFEND



Not defending means facing the full force of an opponent's attack.



Defending means focusing on defense, so damage is reduced.



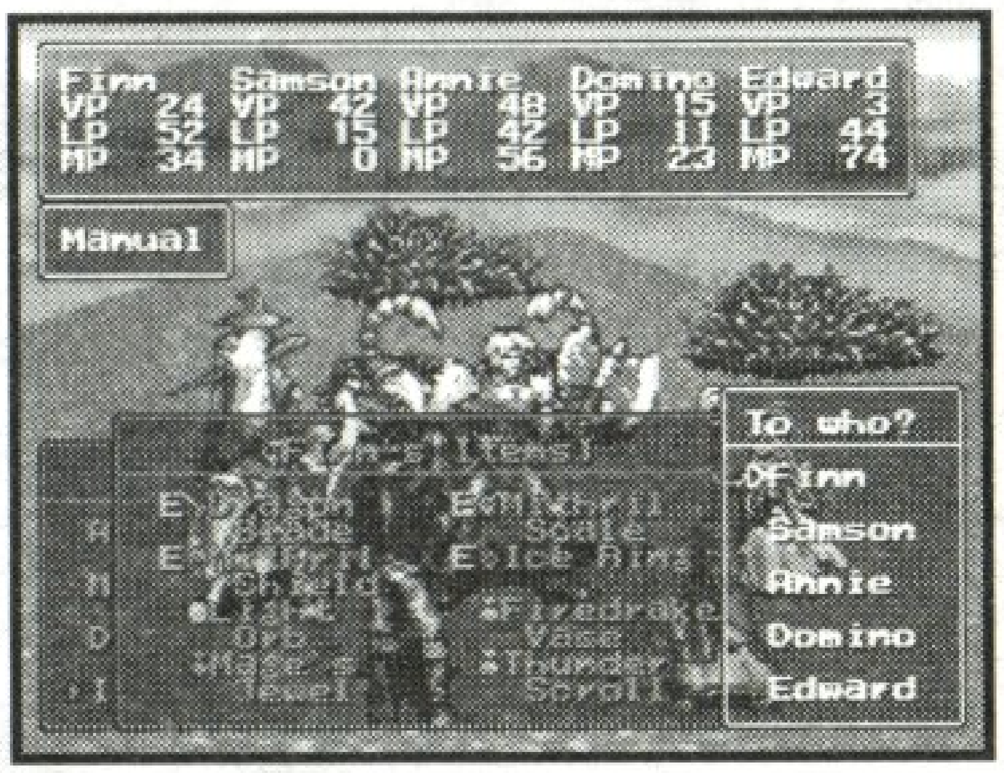
Being in the back row can hold the damage to a minimal level.

When a character's VP level is very low, he or she may not be able to withstand another attack. In that case, an effective strategy is to DEFEND the character while the other characters are fighting. A DEFENDed character cannot make offensive moves during his or her turn. On the other hand, that character's defensive power is doubled, so there is less chance of suffering injury from direct attacks.

Characters in the back row will be especially protected from the injury of a direct attack. Be careful, however, since this defense is not very effective against magic.

ITEM

Select an item to use.



Select a character to use this item on.

The item shows its effect.

The ITEM command lets you use items in your possession to recover and support attacks. As with magic, using this command during combat is similar to using it in the field. First, select the item you want to use. Next, choose the character (enemy or friend) it will be used on. With that, the item will demonstrate its effect. Since some items automatically affect the character who possesses them, it is important to think about which character holds which item. Plan carefully, since, unlike a non-combat ITEM command, changing equipment and exchanging items are not allowed during a fight.

VP AND LP

Heal characters before they get groggy.

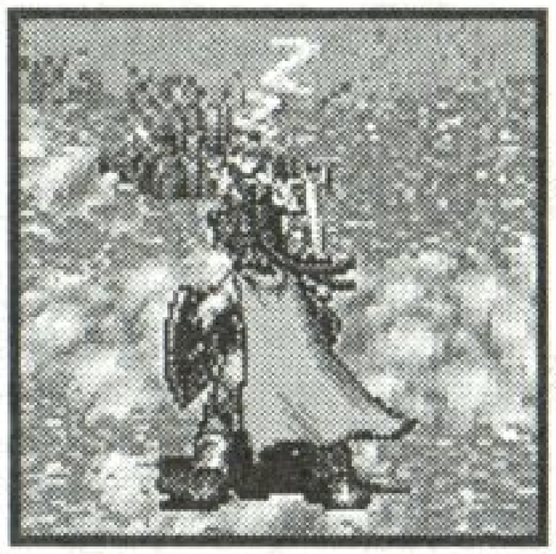
During a battle, it is very important to focus on the VP (Vitality Points) and LP (Life Points) of each character. When a character is attacked by an enemy, his or her VP decreases by whatever damage is inflicted. If the VP decreases to zero, the character falls into a groggy state and is unable to fight.

The character's VP recovers automatically when the character's next fighting turn comes up, but a fixed amount of his or her LP diminishes in exchange. If the VP falls to zero when the LP has been depleted, that character dies. The only way to resurrect a dead character is to take him or her to a church and pay a fee. Be safe: go to an inn and recuperate before the LP gets close to zero.

What happens when all of the characters die? If all the characters' VPs and LPs reach zero and they all die, the amount of gold you have will be reduced by half. Then, you have to restart the game from the last save made at a church, with all but the main character dead. Because this is such a big loss, do your best not to let all your characters die.

ABNORMAL CONDITIONS

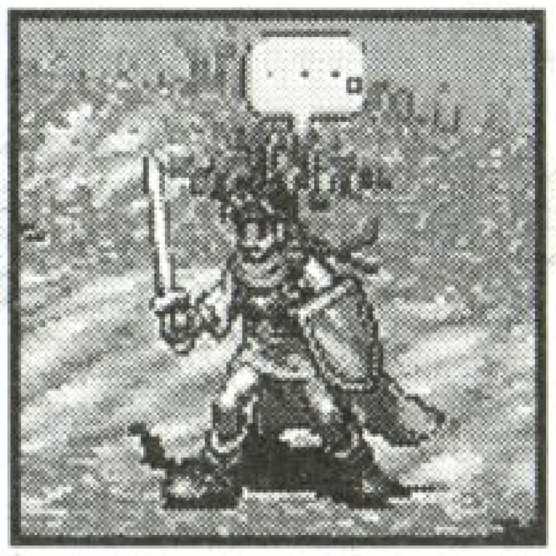
During combat, a character may be poisoned, paralyzed, turned into stone, or worse! When this happens, that character enters an abnormal condition. There are two types of abnormal conditions: a Light Condition ends when the fight is over; a Heavy Condition continues even after the fight ends. Each condition needs to be dealt with differently.



SLEEP
Symptoms: Light Condition: Unable to move for a certain period of time.
Treatment: Magic, Item.

CONFUSION
Symptoms: Light Condition: Confused about whom to attack for a certain period of time.
Treatment: Item.

IMPAIR SIGHT
Symptoms: Light Condition: Reduction in hit rate during direct attack.
Treatment: Item.



SILENCE
Symptoms: Light Condition: Unable to use magic.
Treatment: Item.

POISON
Symptoms: Heavy Condition: Affected by the poison on a regular basis.
Treatment: Magic, Item, Church.

PARALYSIS
Symptoms: Light Condition: Unable to move at all.
Treatment: Magic, Item.

CURSE
Symptoms: Heavy Condition: Incurs damage or is unable to move.
Treatment: Church only.

TURN TO STONE
Symptoms: Light Condition: Unable to move at all.
Treatment: Magic, Item.

WHAT TO WATCH FOR DURING BATTLE

- During battle, a blue attack jewel identifies the attacking character. A description appears at the bottom of the screen describing each attack by each character, including the type of magic used.

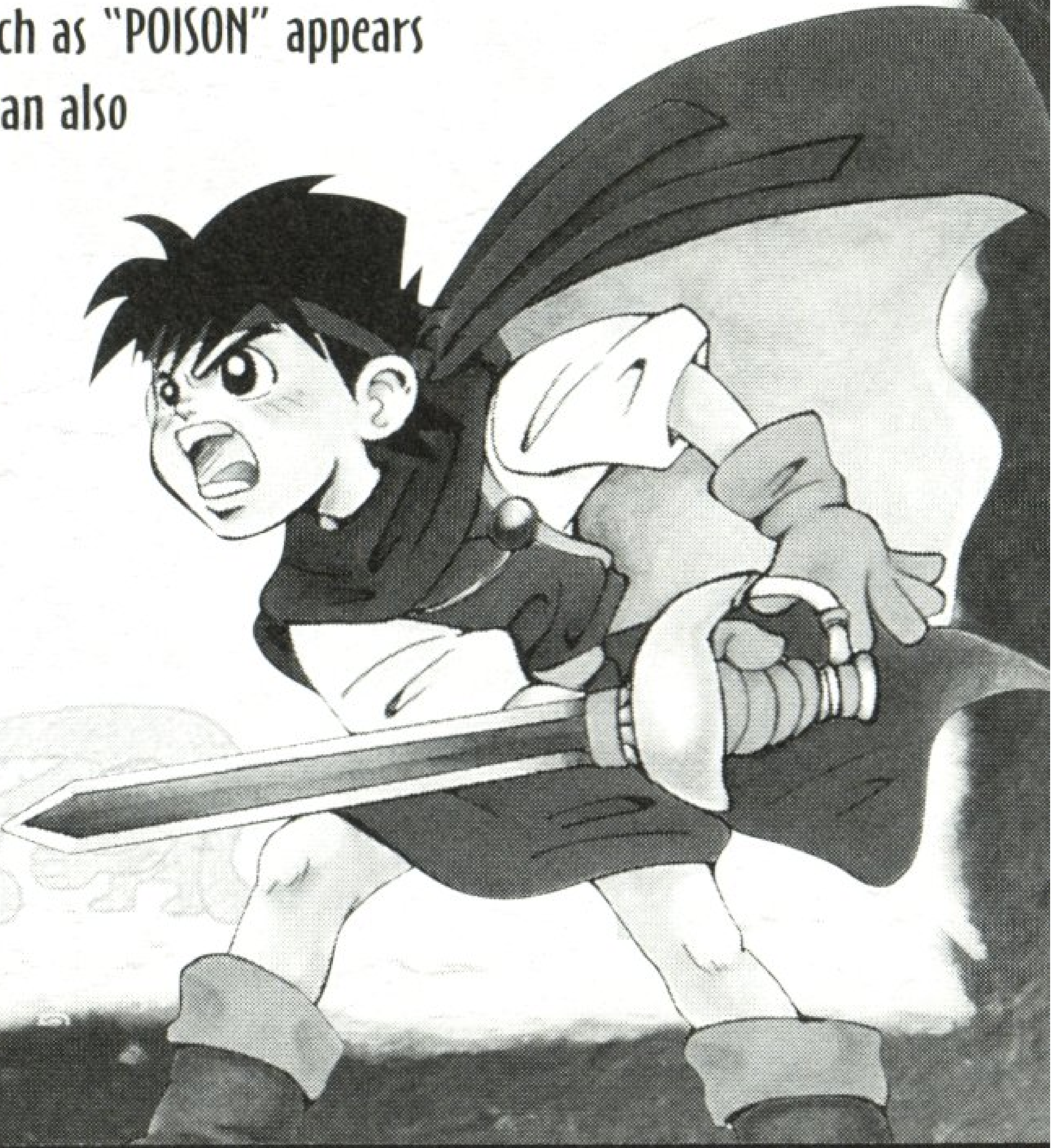
- Enemies have vitality points that are the life force of each combatant. If an attack takes all the remaining vitality points of a combatant, that person or being will die unless revived or healed.

- During an attack, the attacked characters' lost vitality points appear over their heads. They lose no vitality points when they successfully defend against the attack.

- When combatants defend themselves, the defense method displays overhead. For example, if the combatant guards against the attack, the word "GUARD" appears.

- When a combatant is hurt, a description of the injury, such as "POISON" appears overhead. Other words such as "MISSED" and "HEALED" can also appear to keep you aware of what's happening.

- Sometimes you or your comrades display abnormal conditions after an attack. For example, you turn green when poisoned. Some conditions wear off; others are fatal if not taken care of.



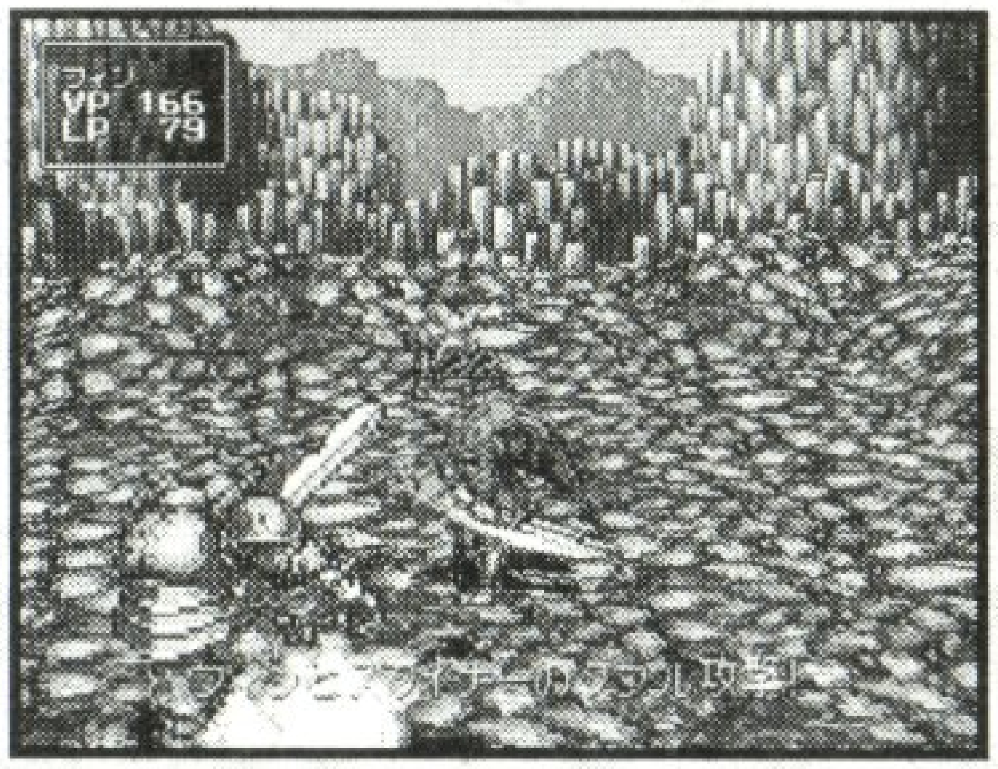
WINNING

You win a battle by defeating all attacking enemies. When the battle is over, a Victory Screen appears listing:

- The number of experience points (EXP) earned for winning.
- The number of gold pieces (G) rewarded for the victory.
- Any items taken from the enemy during battle, and which character received them.
- If you have gained enough experience points for a level increase, the screen shows the character who earned the increase and the number by which each attribute increases.

Experience points show the characters' growth. When a character acquires a certain number of experience points, he or she gains a level. The stronger the enemy, the more gold and experience points you gain. How much each character can advance varies from character to character; however, characters cannot become weaker. In this way, characters gradually become stronger. Characters who are dead at the end of a fight do not gain any experience points. Try to end fights while all of your characters are still alive so that they can all gain experience points equally.

Advancing to Higher Levels & Changing Class

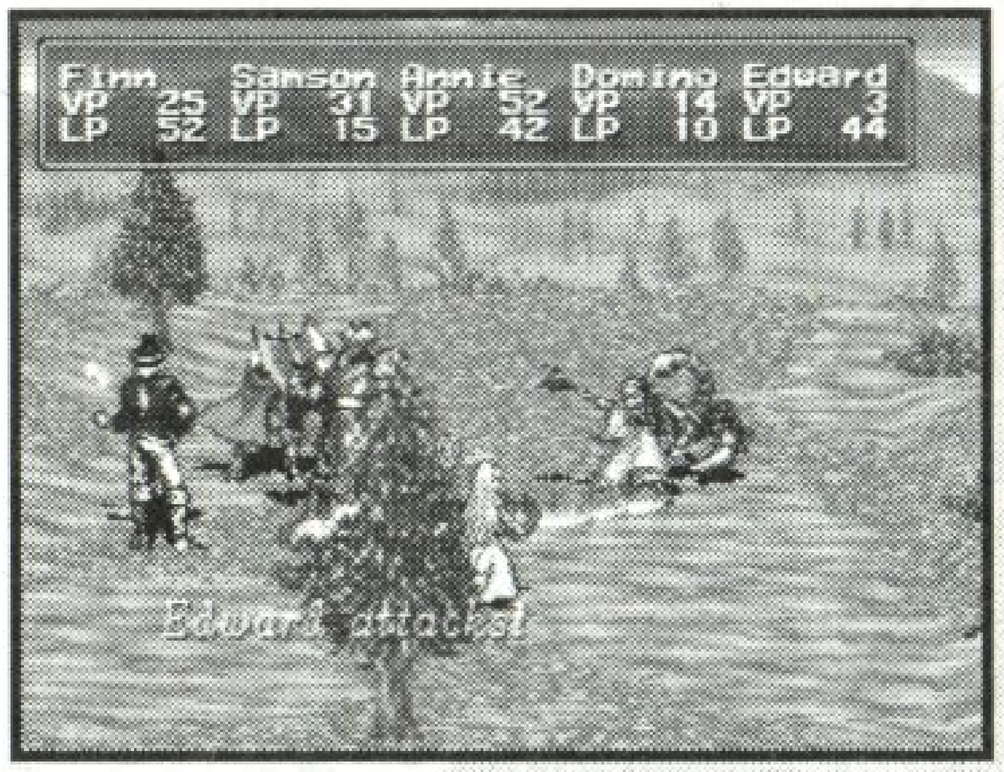


When characters change class, their appearance changes and they can wear specialized equipment.

There are many advantages of moving to a higher level. The most obvious one is that your maximum points for different attributes increase. LPs and VPs also increase, making you more immune to death. Additionally, you gain more resistance to attacks and magic, so it becomes easier for you to defeat the enemy. Another advantage is that you become able to learn more magic and use it at higher levels.

Most importantly, moving to higher levels means you eventually qualify to change your class. When you reach a certain level, you must go to a specific location to perform a task. If you perform this task successfully, you can move on to a class that is one level higher, and become even stronger. As the game progresses, you will discover the location and the task to be performed. The fastest way to get there is to devote yourself to your work.

APS: The Active Playing System



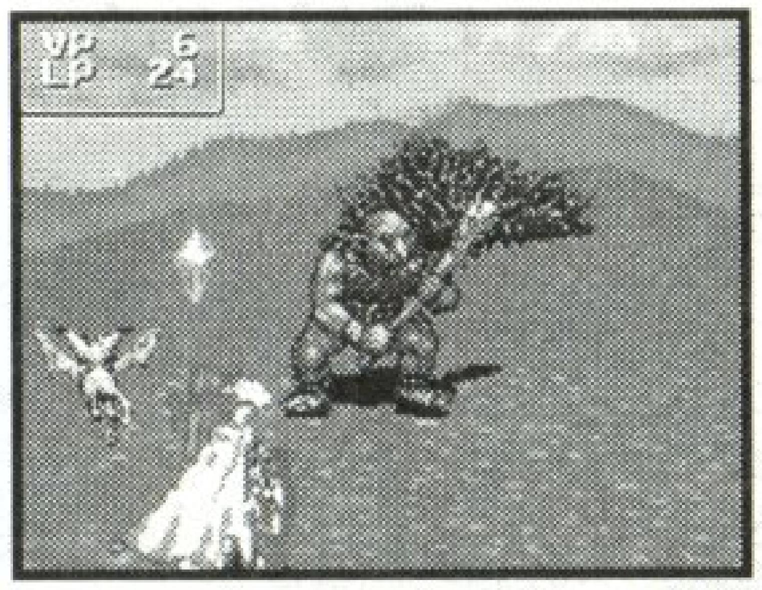
If you discover the correct button sequence, you'll hear a special sound effect and the characters moves will change.

With most turn-based RPG battles, you have to wait for your character's next turn once you enter a command. BEYOND THE BEYOND, however, employs APS, the Active Playing System. This feature lets you increase your chance of winning a fight by rapidly pressing certain buttons in succession.

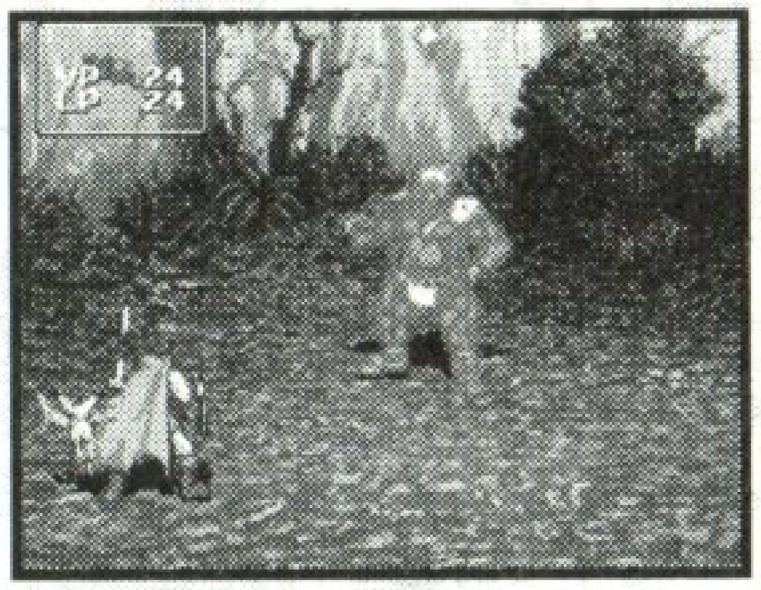
Here's what APS can achieve: First of all, by pressing certain buttons in sequence while your character is attacking, your chances increase dramatically for achieving an exhilarating attack or a double attack. Pressing a certain button sequence while under attack dramatically increases the chance of defending and counterattacking. VP recovery and LP loss can also become much more efficient. This is important when a character's VP reaches zero and recovers after one round of grogginess by taking points from the LP. Be sure to watch the screen at all times, and not become careless even in a turn-based fight.

TIMING & EFFECTS OF SUCCESSIVE MOTION

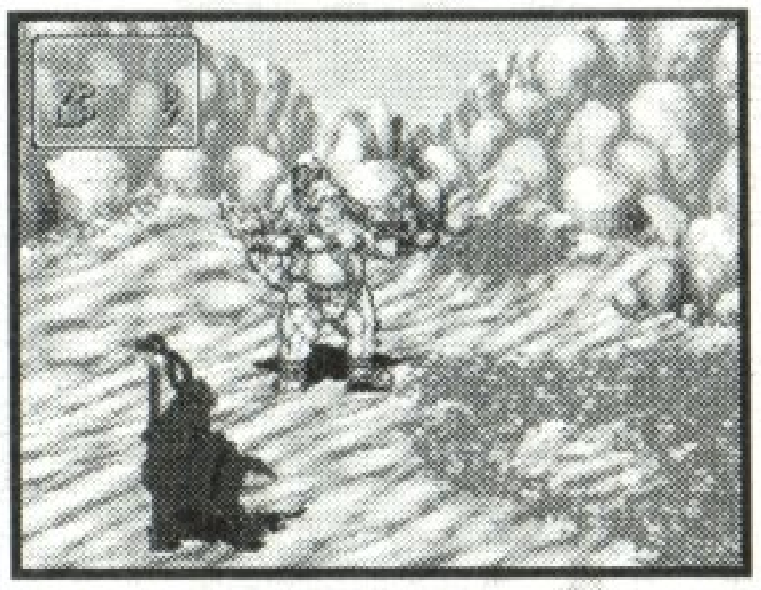
Successive Motion Timing



Immediately Before You Attack

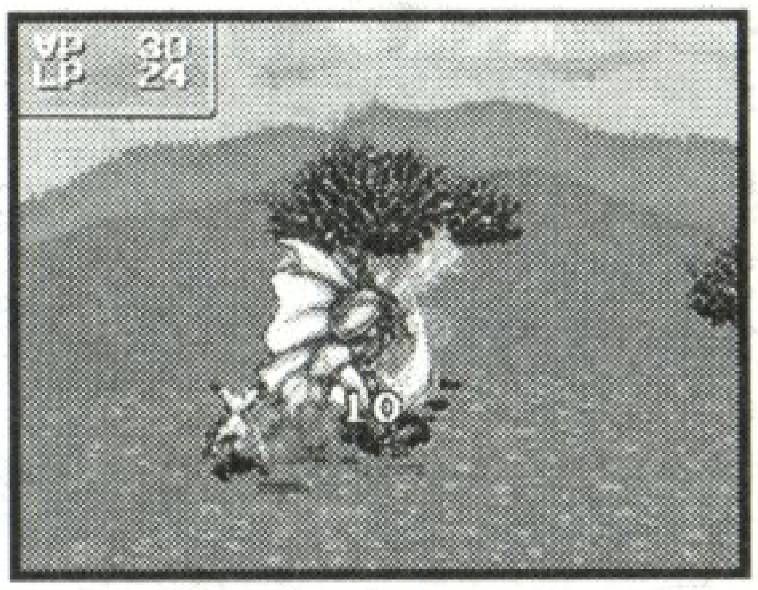


Immediately Before Your Enemy Attacks



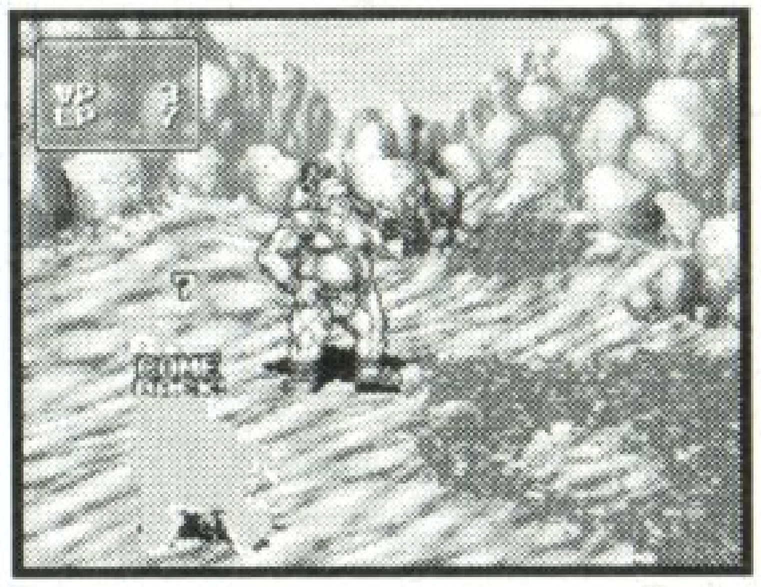
Immediately Before You Recover

Without Successive Motion



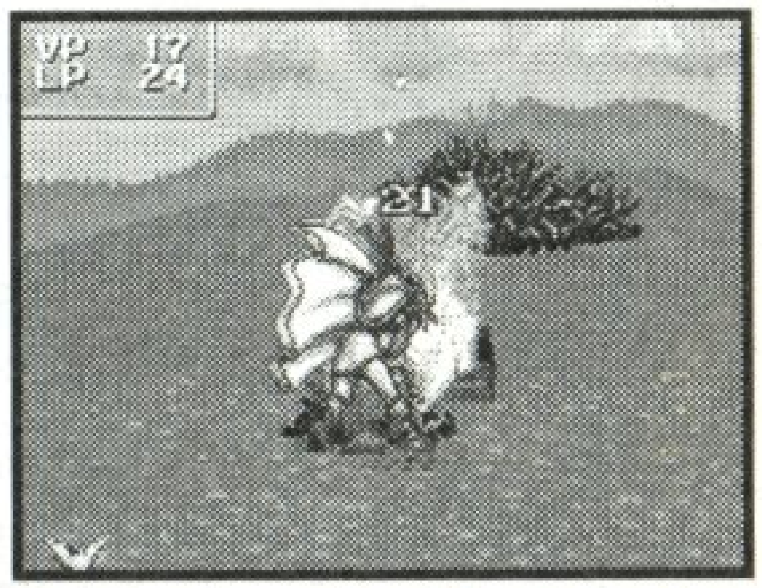
Normal Attack

Normal Hit



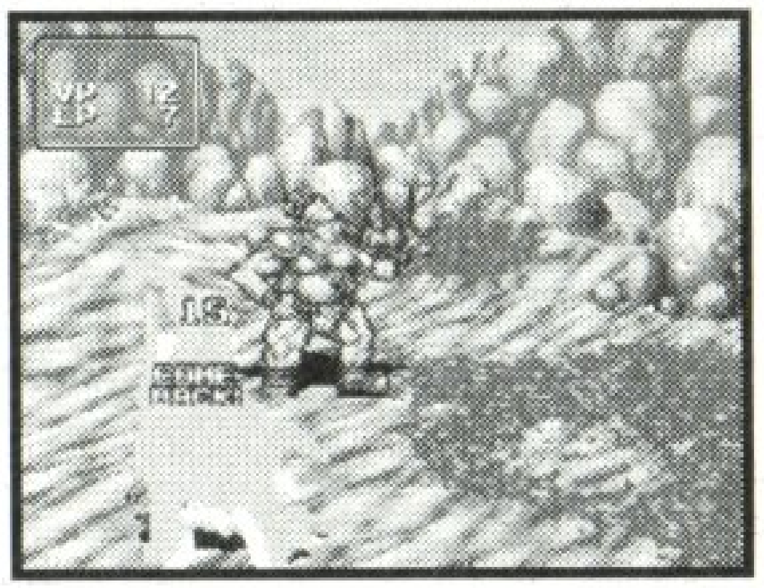
Normal Recovery

With Successive Motion



Attack or Double Attack

Defense or Counterattack



VP Recover Doubled, LP Dissipation Decreased by Half

Note: Successive motion can affect more than one attack or defense simultaneously. This means it is possible to perform two exhilarating attacks in a row or to follow a defense with an immediate counterattack.

Items

During the adventure, you may come into possession of various items. Many items can be bought in shops, and some of them are very valuable.

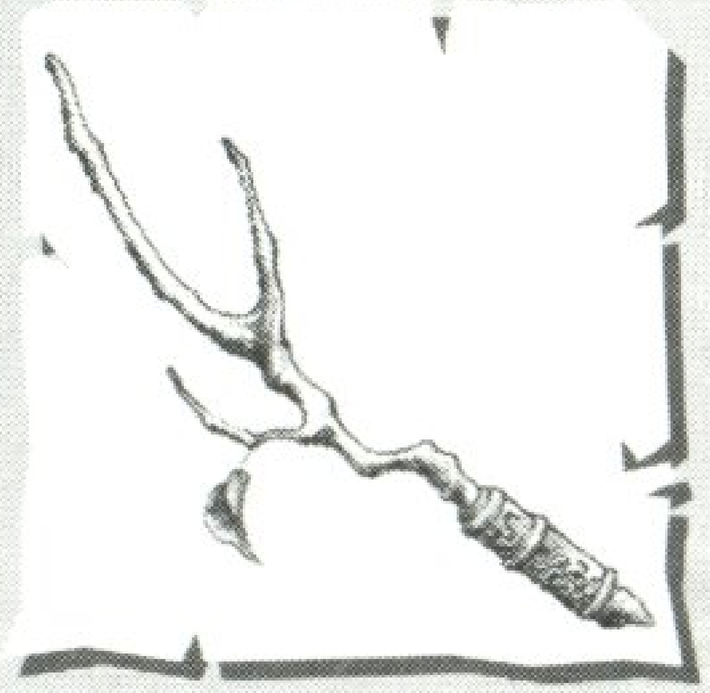
HERBS

Restore energy and enable VP to recover slightly. They are used frequently in the early stages of the adventure.

ANTIDOTE

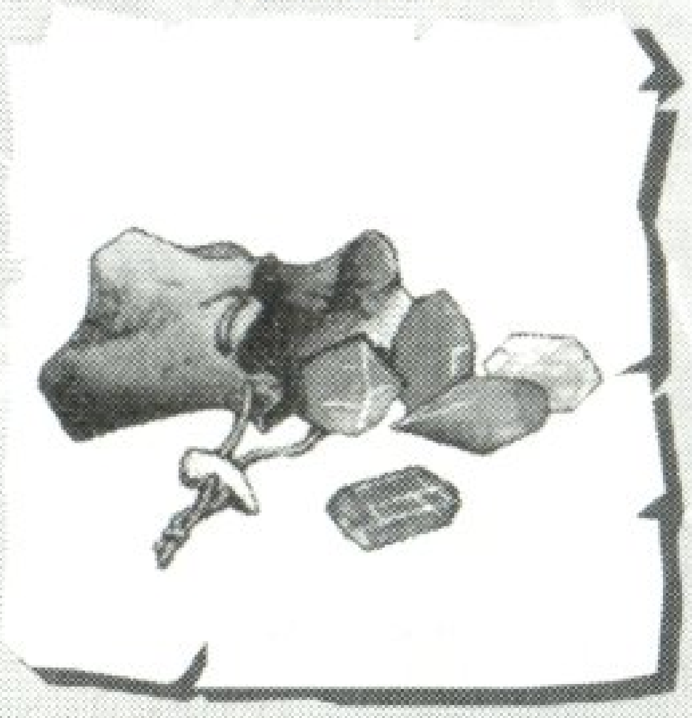
Enable a character to return to normal after being poisoned. Each character should carry at least one antidote.

GUIDING BRANCH



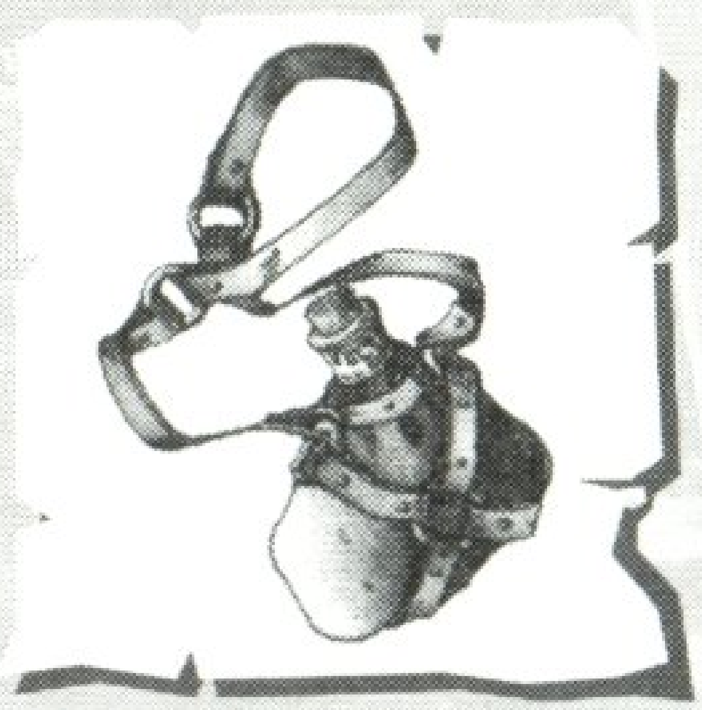
Empowered with return spells. Useful only in dungeons, they will return you to the exit.

JEWEL



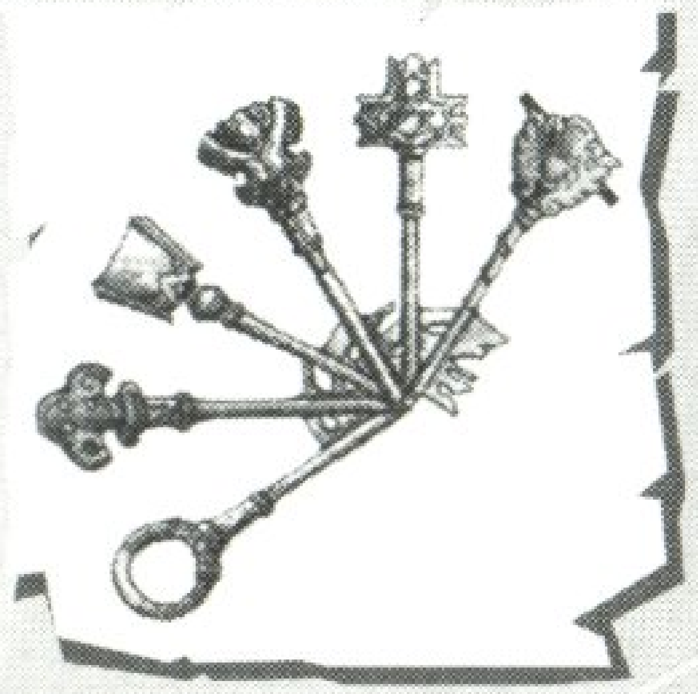
Endowed with magic powers. Different jewels have different effects, such as recovery and temporary ability enhancement.

FLASK



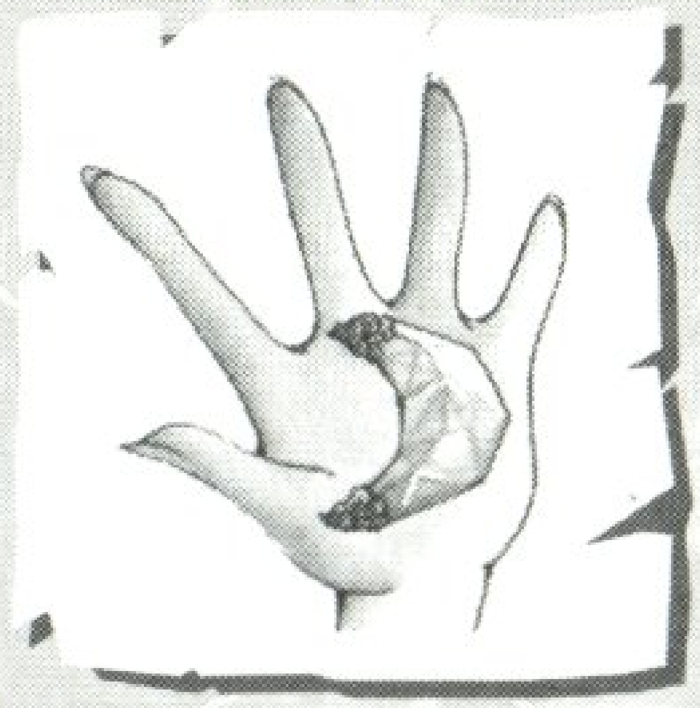
Galahad's gift to you at the beginning of the adventure. Your first adventure is to fill this flask with Spirit Water.

KEY



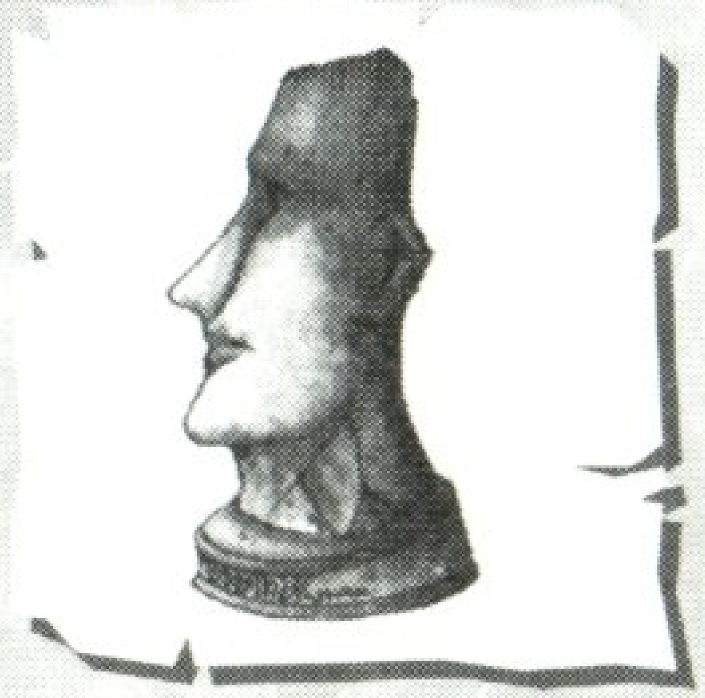
Unlock closed doors or chests. There are many different keys, but only a matching key will open a particular door or chest.

MOON CRESCENT



A shining object made from a mysterious material. It supposedly has energies from the moon within it, but its powers are unknown.

STATUE OF GAEA

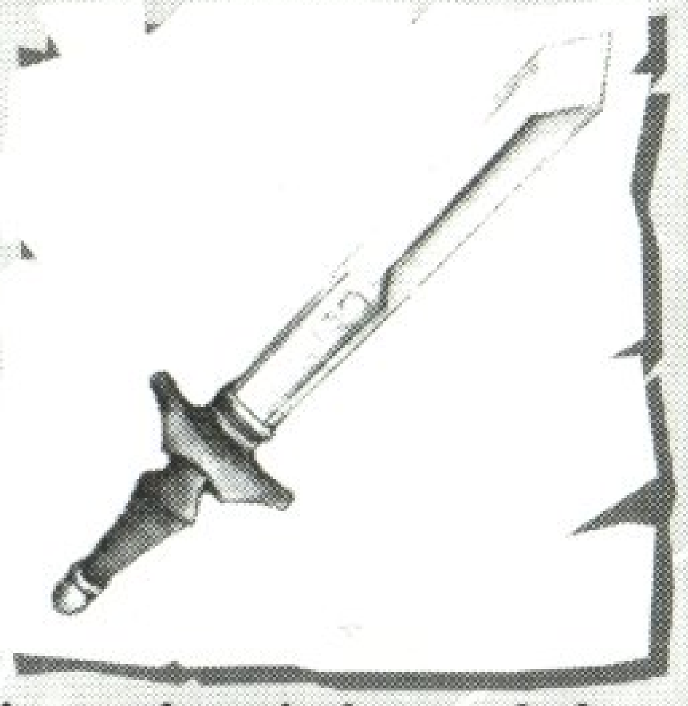


A stone statue, just the perfect size for a table decoration. It may be a clue to a certain location.

Weapons

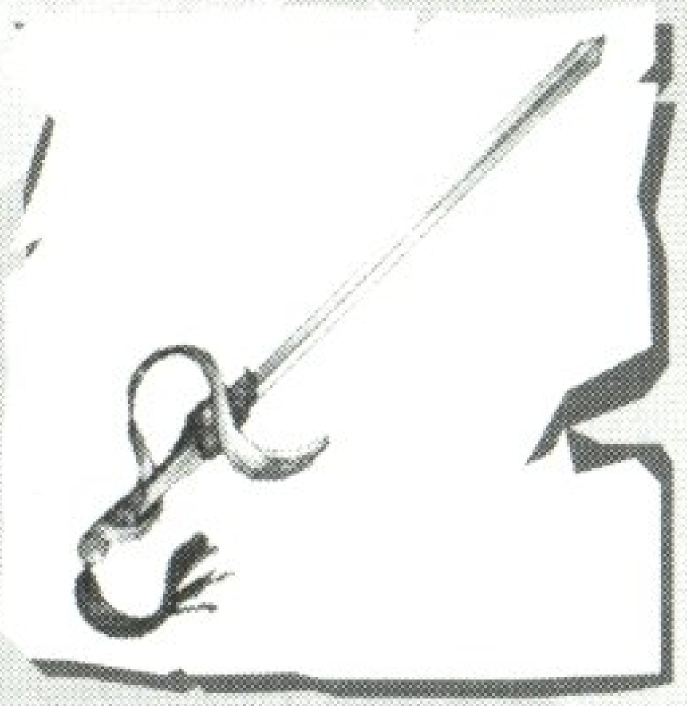
There are many types of weapons, and each weapon can be equipped only by people of certain occupations. Some weapons can be equipped only after a character gains a certain amount of experience.

SHORT SWORD



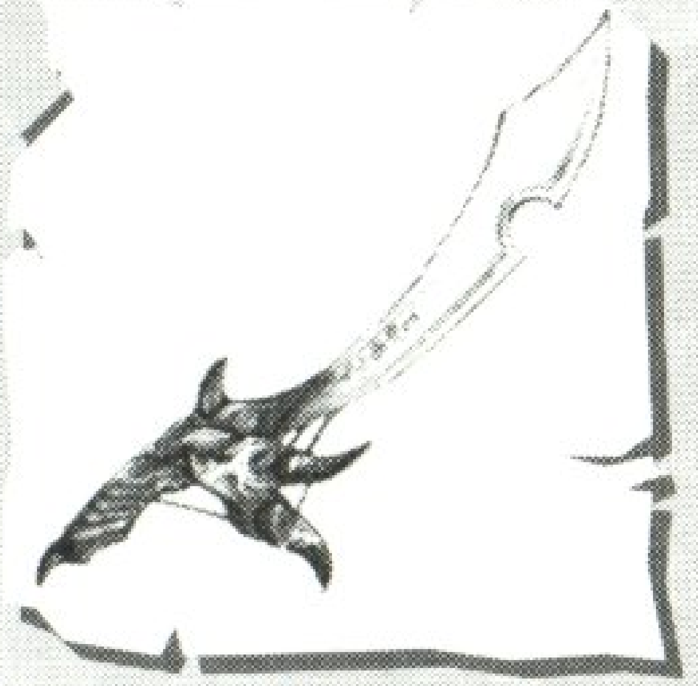
A one-handed sword that the main character acquires at the start of the quest. It is a popular weapon among swordsmen and knights.

TEMPEST SWORD



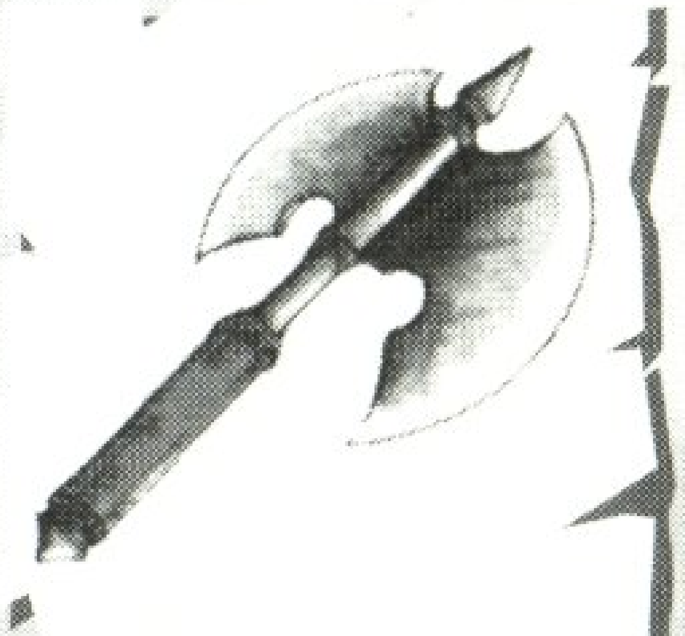
A mysterious sword that enhances swiftness when equipped. It is lightweight and easy to use.

RUNE SWORD



A long sword that is heaviest at its tip. Even the weakest warrior can attack effectively just by swinging it.

BATTLE AXE

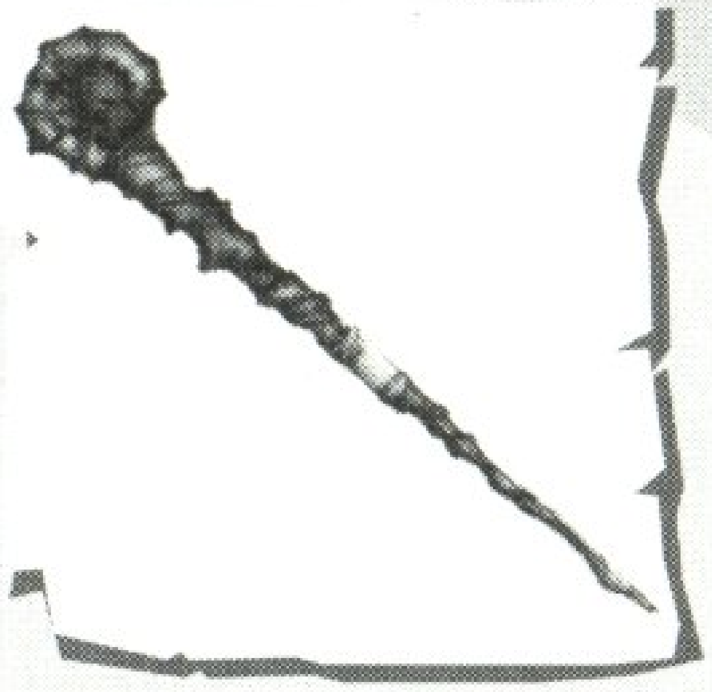


A heavy two-bladed axe made of steel. Only the strongest warriors can lift it. Samson can equip himself with this.

SERAPHIC CANE

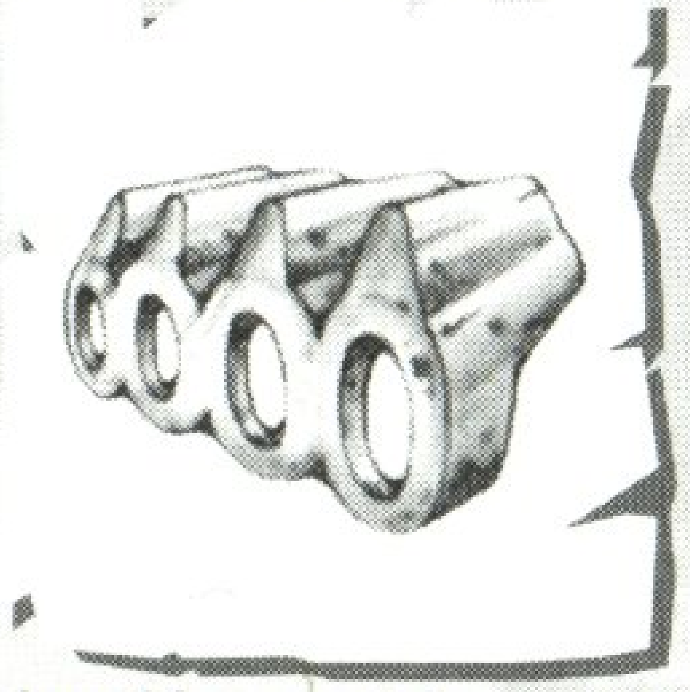
A short stick with an angel decoration at the tip. It is said to hold the power of the gods and supposedly brings forth happiness.

WOODEN ROD



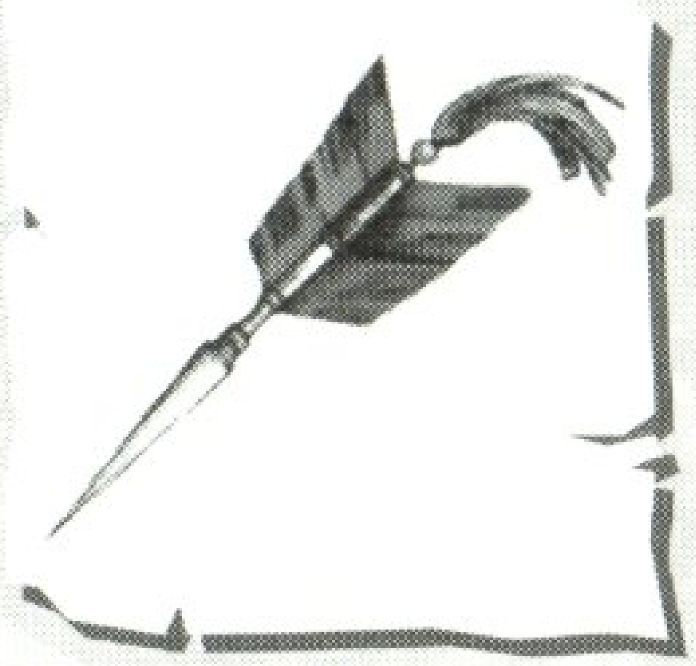
A long stick that is heaviest at its tip. Even the weakest fighters can attack effectively when swinging it.

BRASS KNUCKLES



A knuckle guard designed to damage your enemy while protecting your knuckles. Only a fighting monk is allowed to use this weapon.

DARTS

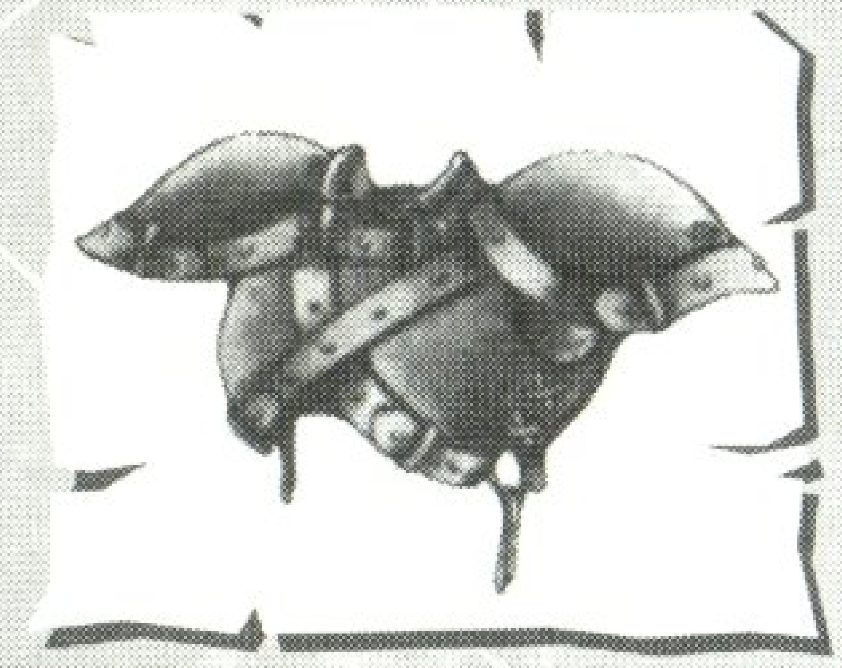


Throwing darts that have been modified for combat. They can be used only after you acquire certain expertise.

Armor

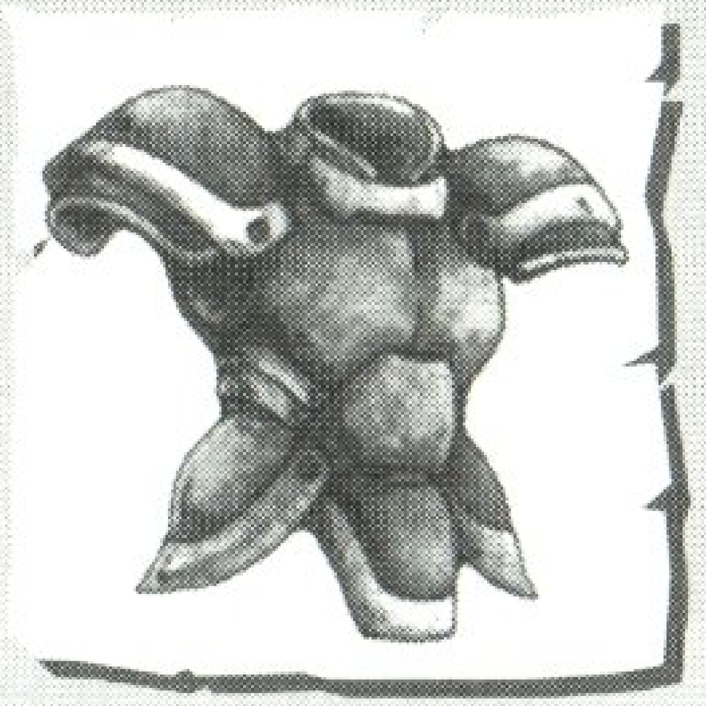
As with weapons, most armor is restricted to a certain class. Some armor displays special effects once it is equipped.

LEATHER PLATE



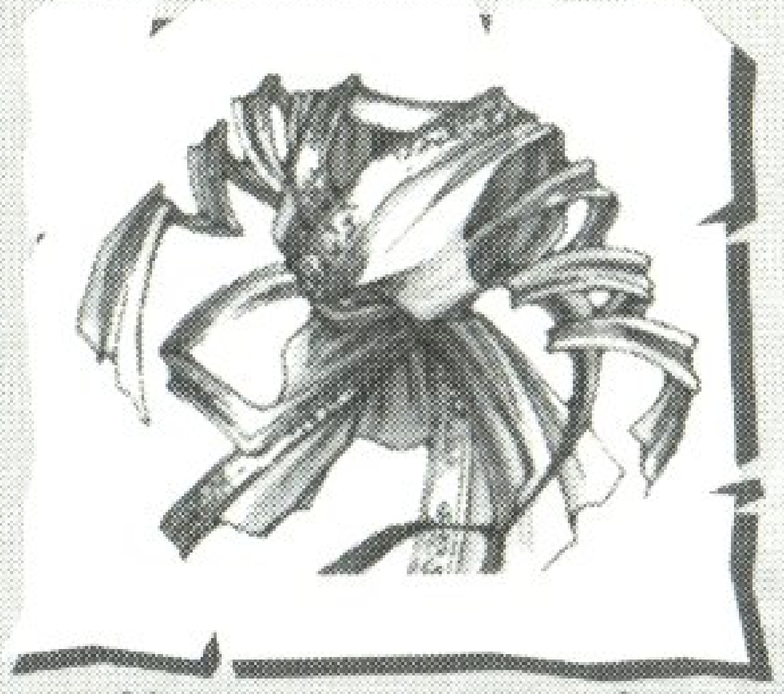
Thick leather armor that will protect your shoulders and chest. It can protect you from attacks by a weak enemy.

BRONZE PLATE



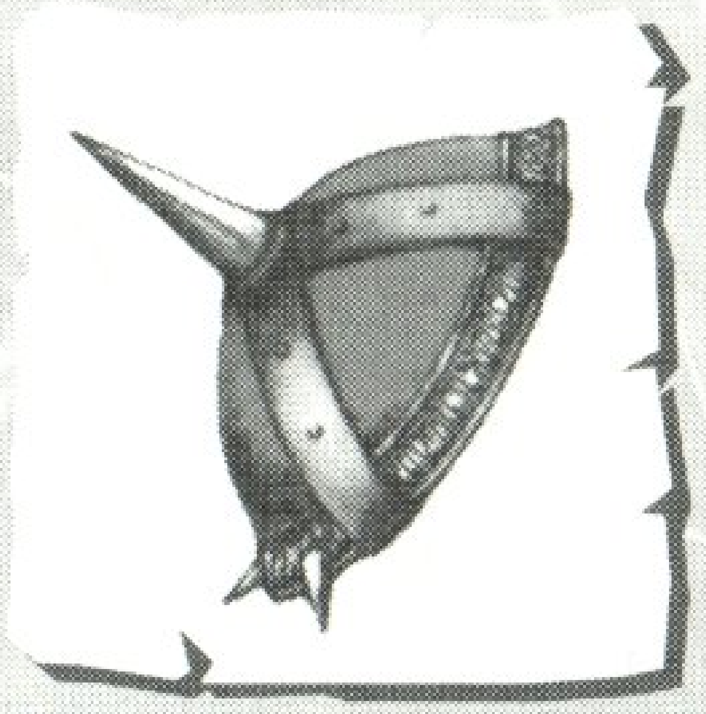
Bronze armor that covers down to the hips and is a more reliable armor than the Leather Plate.

WIND CLOAK



Mysterious attire that enhances swiftness when worn. Only those with knowledge in magic can bring out its effect.

SPIKED SHIELD

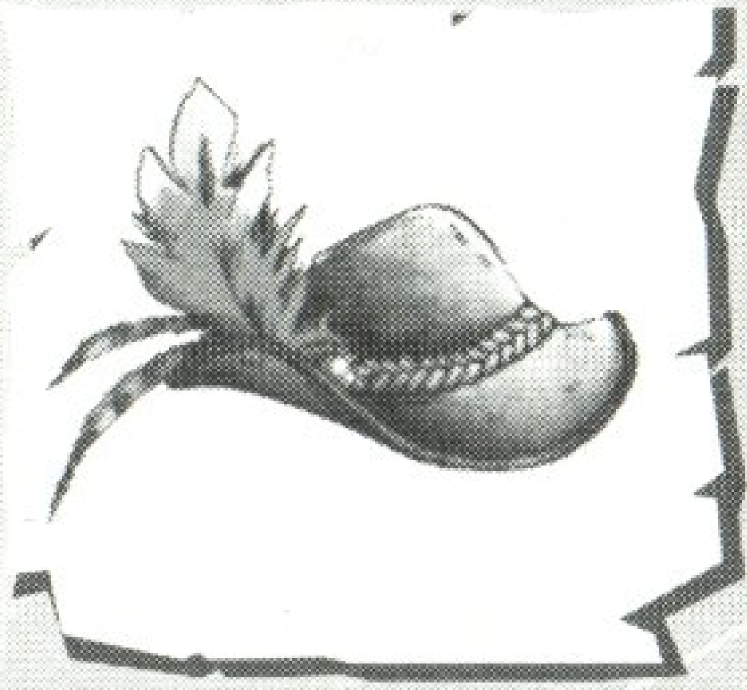


A small shield with extremely sharp spikes on the front that make it possible to raise the level of attack.

GAUNTLET

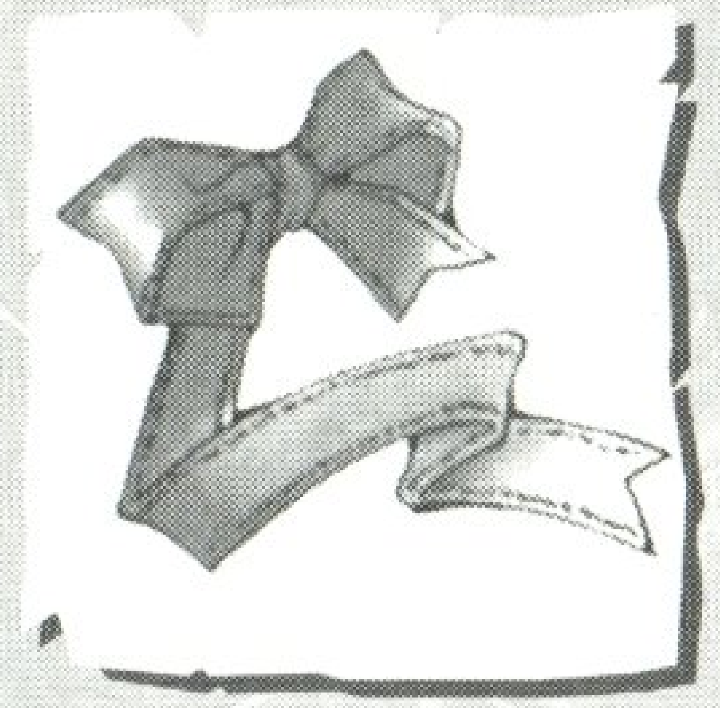
A strong steel glove that protects from the elbow down. Since it is so heavy, only certain people have the ability to use it.

TRAVEL HAT



A wide-brimmed hat with feather decorations that is sturdier than it looks. It protects a magician's head.

SILK RIBBON



Being just a ribbon, it does not protect you from much. It is fashionable, however, and can be equipped on Annie.

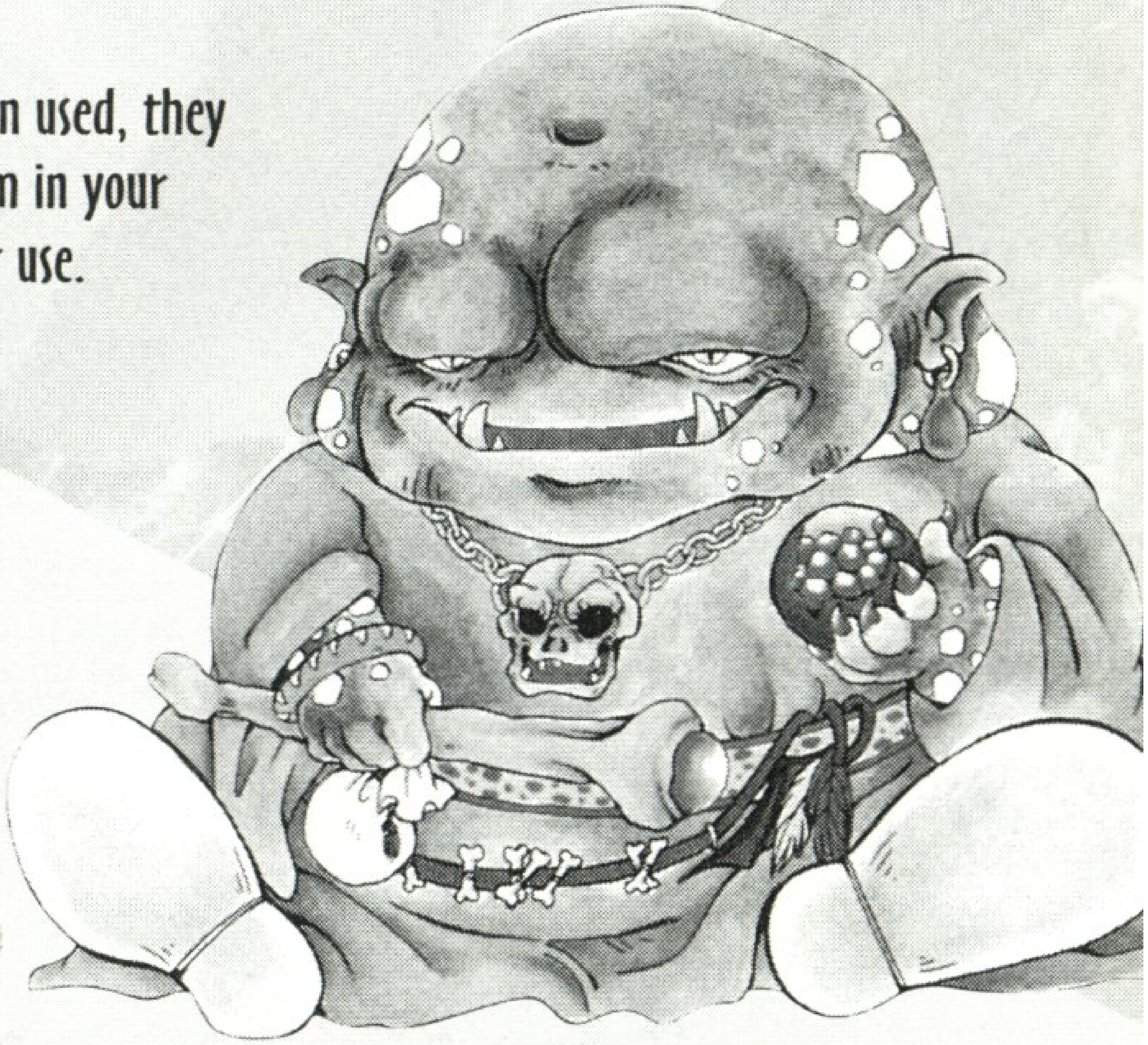
Using Magic

Magic exists in many forms. Some types of magic inflict devastation on the enemy, others heal or cure you and your team. Still others make you vanish in a puff of smoke and reappear somewhere else. Some beings are more magical than others. Some can never use any magic. You can cast spells to attack your enemies or rescue your friends. Your enemies also have very powerful magic and with one wave of the arm can nearly kill you all. So remember that the magical storm blows both ways.

Learned Magic: Learned spells are earned through combat and training. You must have enough MP to cast a specific spell. If a spell name is in red, you do not have enough MP to cast it. The spells you can cast are found on the Magic Menu. Some spells are for use only in battle. Others, like Healing Spells, can be used any time.

Potions & Herbs: You can find potions and herbs throughout the lands. These magic medicines can save you from poison or heal injuries. Sometimes you can take them from defeated enemies. When you acquire a potion it is stored in your inventory.

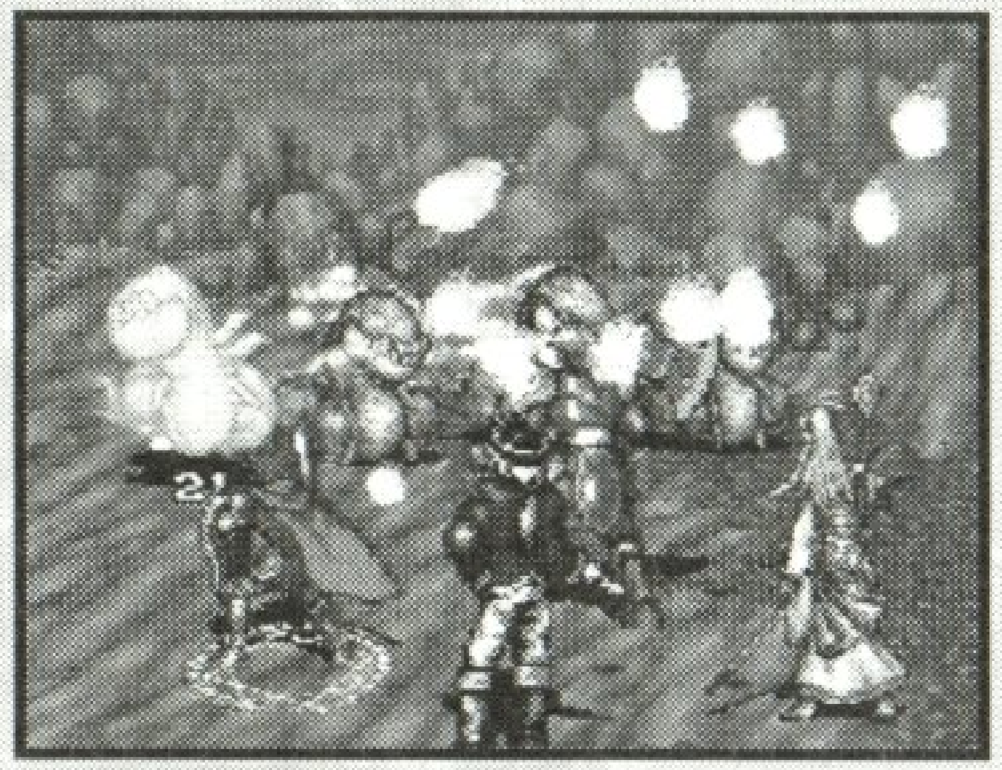
Magic Cards: You can find magic cards anywhere. When used, they release deadly magic during battle. You can store them in your inventory or give them to other characters to hold or use.



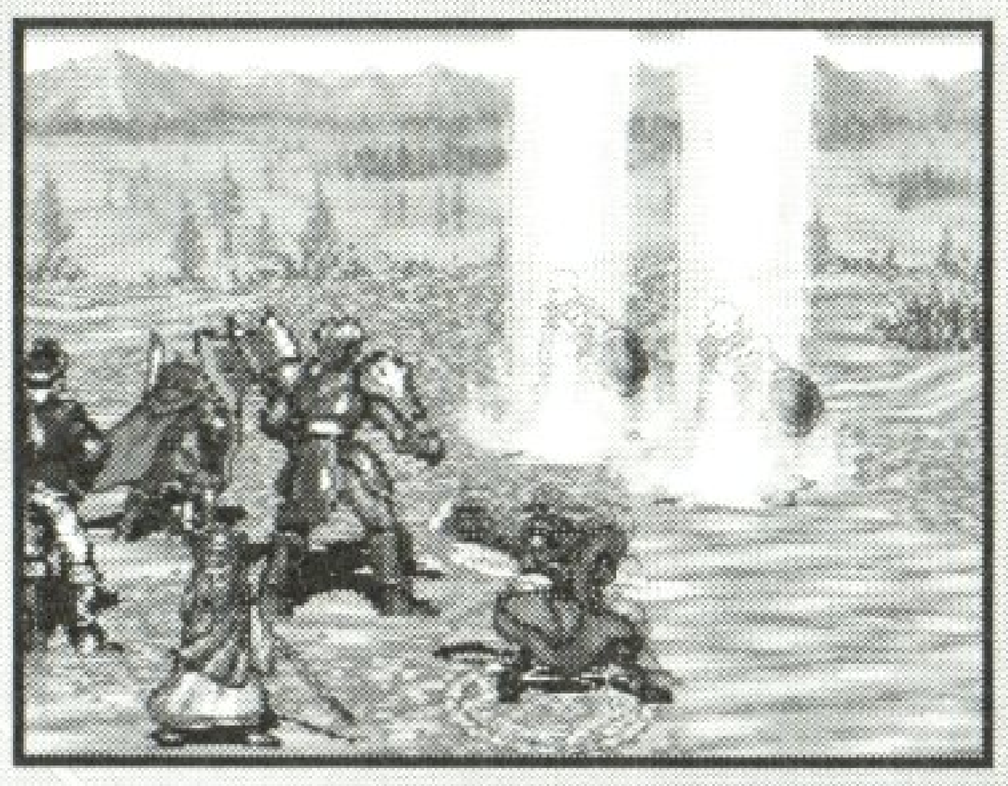
TYPES OF MAGIC

ATTACK MAGIC/SUPPORTIVE ATTACK MAGIC

These types of magic are meant for fighting and can be used only during combat. Attack Magic directly inflicts damage on the enemy. Magic that causes an Abnormal Condition to an enemy or raises a friendly character's abilities is called Supportive Attack Magic, because it indirectly brings a fight to your advantage. Supportive Attack Magic is not as important at the start of the game, but from the middle of the game on, you'll need to use it effectively. Make sure you understand the characteristics of each magic well.



FIRE: A type of magic that uses fire to attack the enemy. As you raise your level, the power of this magic changes along with the number of opponents you can aim at.



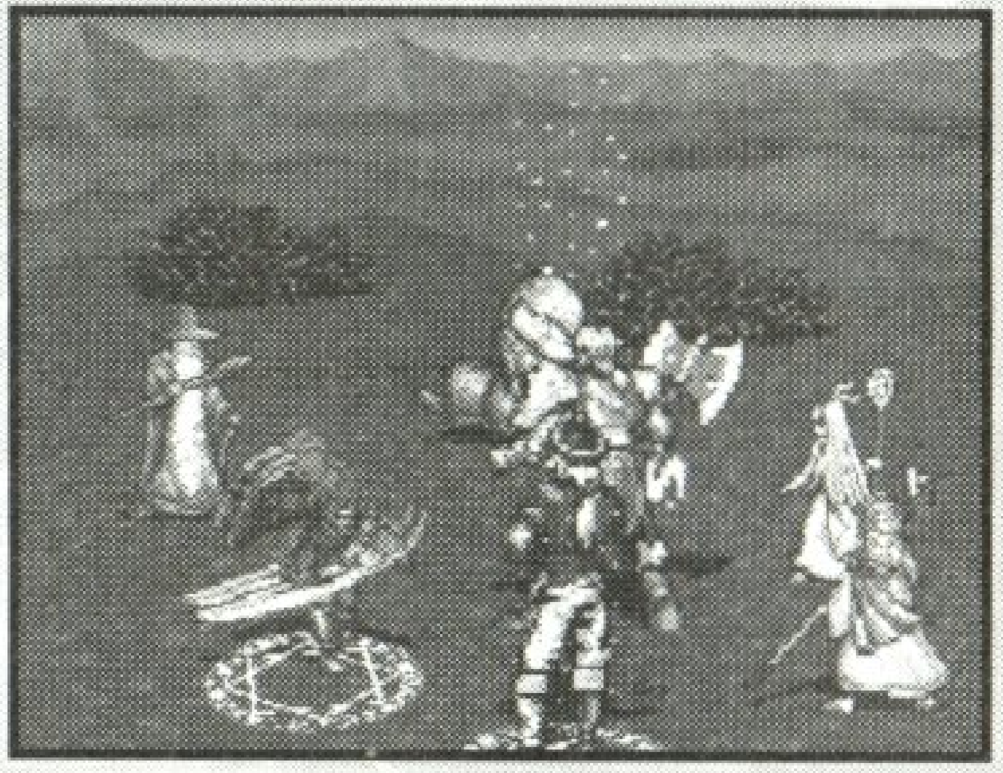
HOLY LIGHT: A sacred light that lets you inflict damage on enemies blocking your way. Some enemy monsters claim this to be their weakness.

SLOW: A Supportive Attack Magic that decreases the swiftness of opponents and increases the efficiency of an Attack Magic.

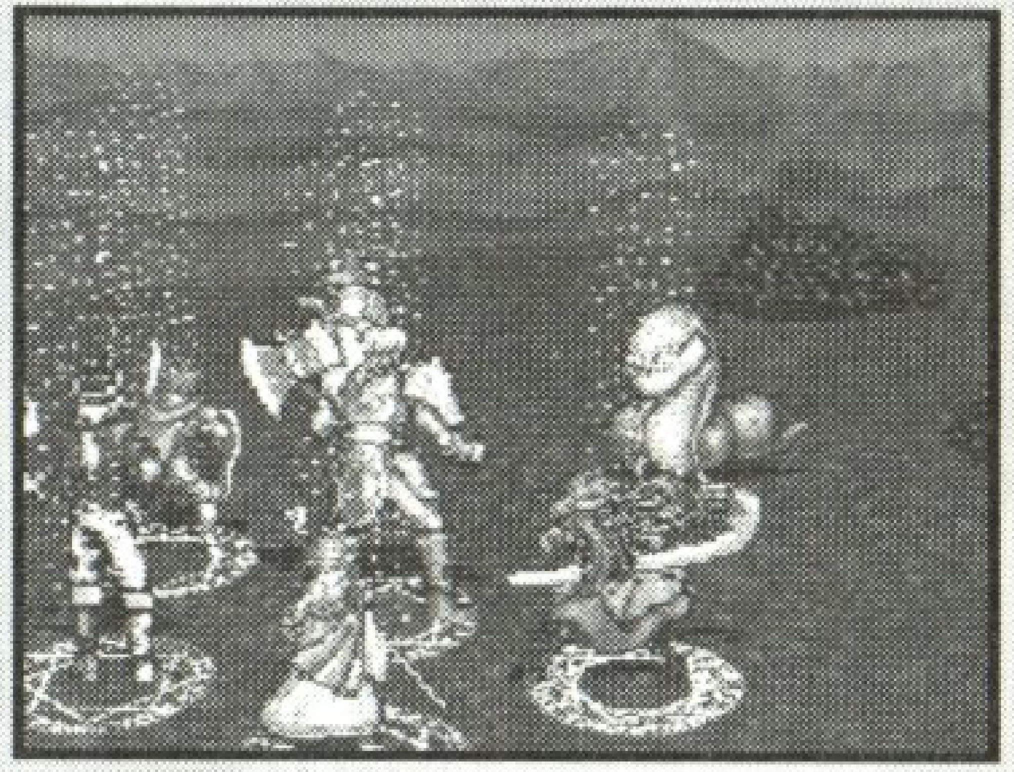
Other Supportive Attack Magic include DEFENSE to raise your defense level, ATTACK to raise your attack level, SILENCE to protect against enemy spells, and SLEEP to make your enemy fall asleep.

RECOVERING MAGIC

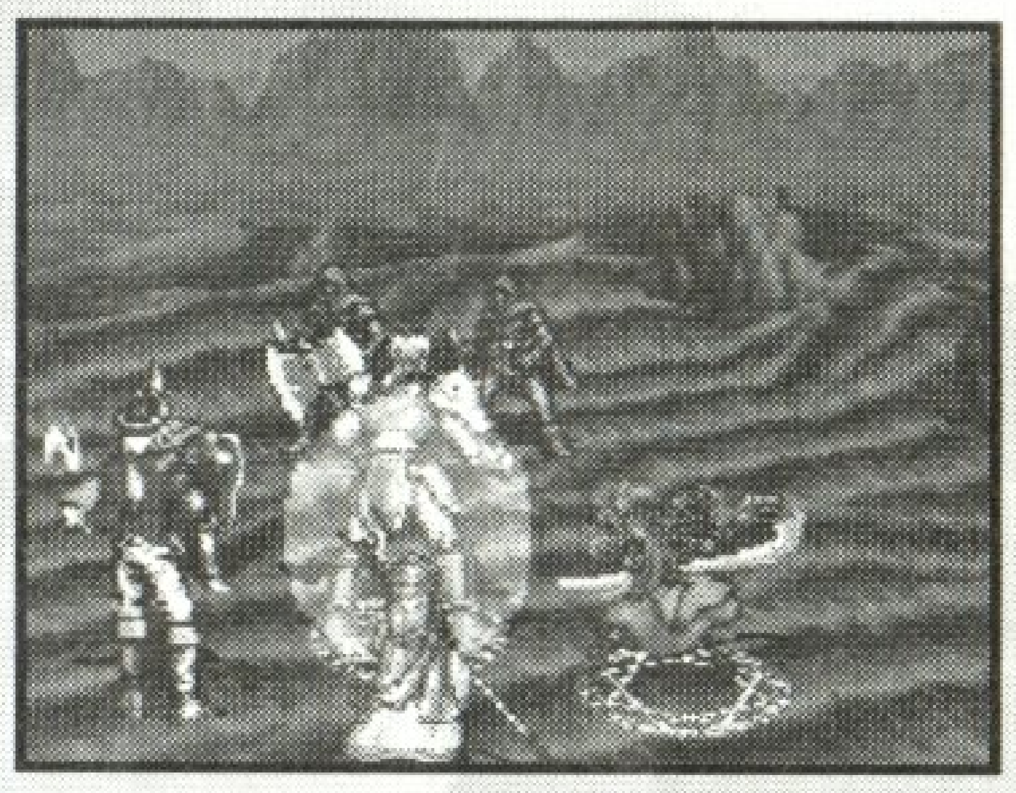
Use this type of magic to recover energy and treat abnormal conditions from poisoning, paralysis, and so on. You can use Recovering Magic both during combat and in non-combat town settings. In fact, Recovering Magic can be used in more places during the long journey than any other type of magic. If you are wounded deep in a dungeon where there are no churches or inns, Recovering Magic is the only thing you can rely on. It is important to completely understand the effects of each recovering magic.



HEAL: Recovers the VP of one character. The amount of recovery differs depending on the level, so make sure to select the appropriate level.



HEAL RAIN: Restores the VPs of the entire party. The amount of recovery differs, depending on the level.

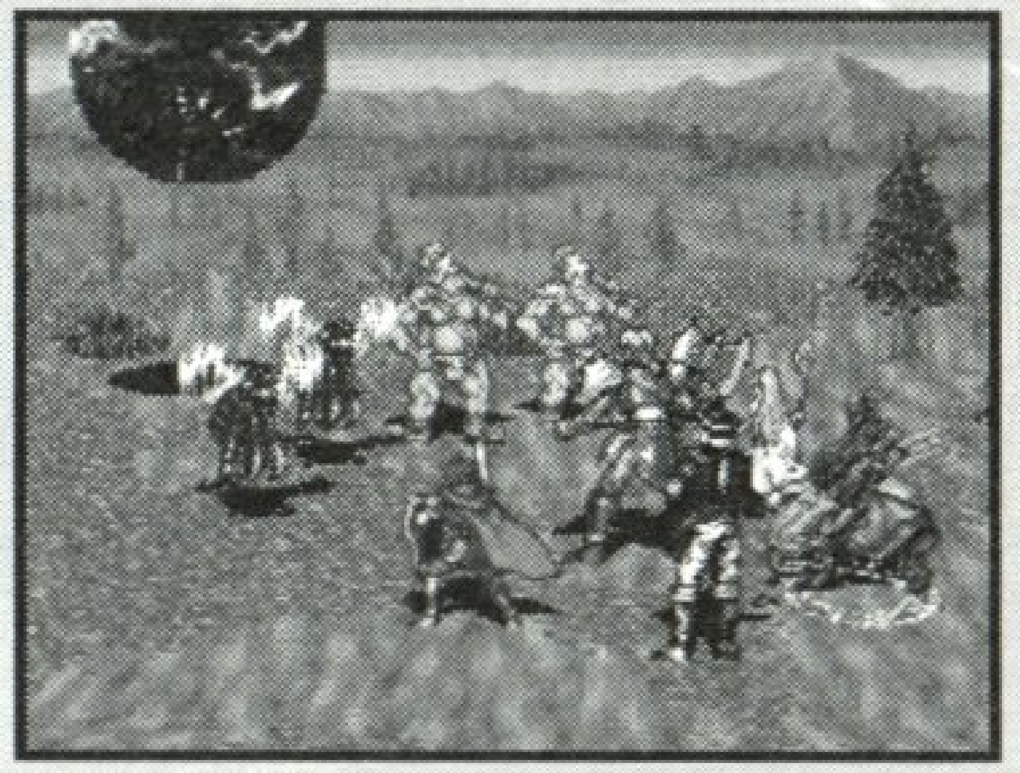


CURE: Revives a character from an abnormal condition. Level 1 can only treat poisoning, but level 2 can treat paralysis or recover you when you turn to stone. All other abnormalities can be treated only at a church.

OTHER MAGIC

There are many other types of magic not explained here. Certain unique types of magic don't belong in any category. By actually using each new magic you acquire, you can gradually learn to use them all effectively.

ESCAPE: This magic can be used only inside a dungeon. It allows you to instantly teleport to the dungeon entrance. It is convenient to use when you are lost.



VOID: A type of Attack Magic that makes your enemy disappear instantly without inflicting damage. Be careful: this has absolutely no effect on some enemies.

UNDHINE: A type of Attack Magic, sometimes called a Summoning Magic, that inflicts damage on an enemy by calling on a water fairy. It is stronger than a normal Attack Magic.

Notes

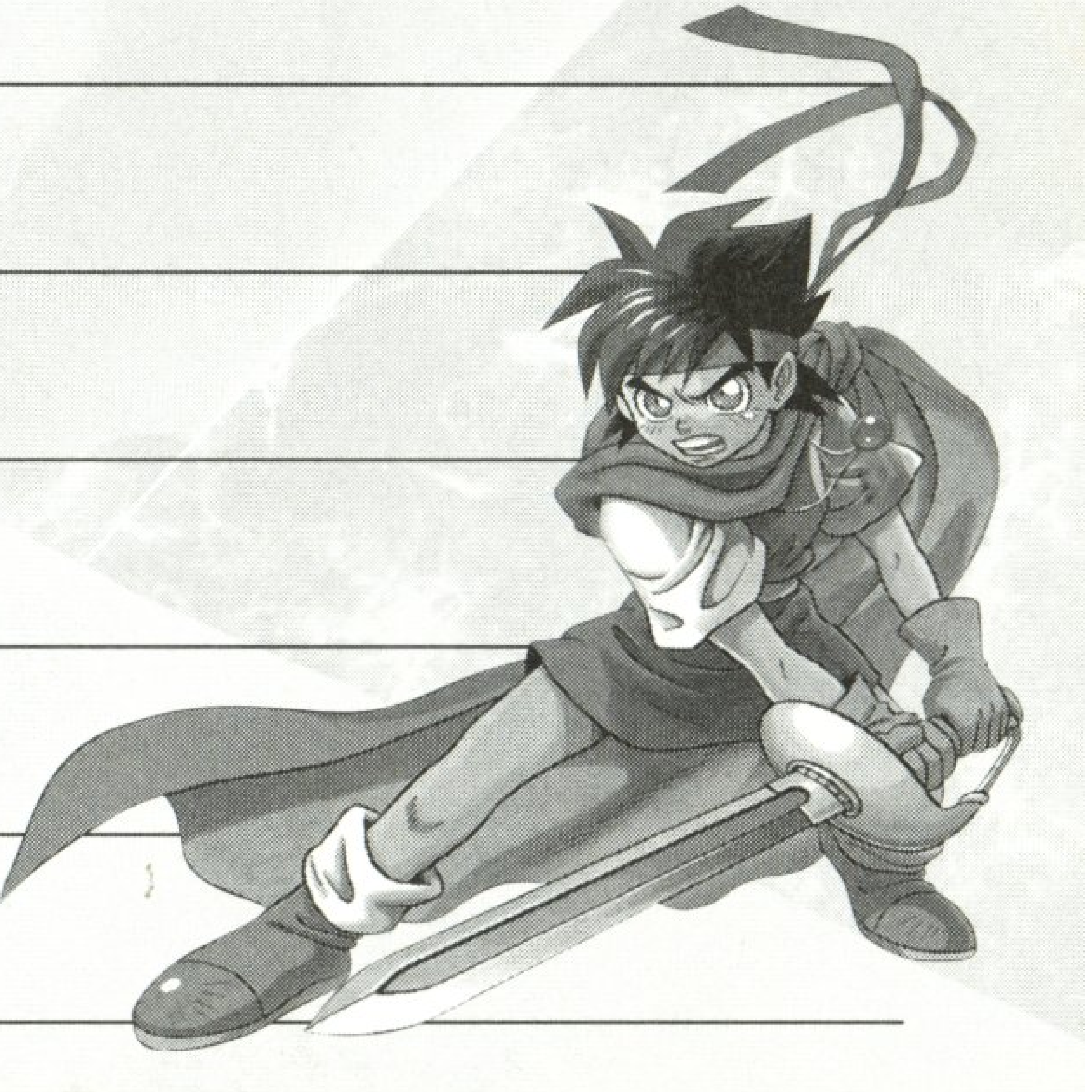
Notes

BANDORE CASTLE

LIBRARY –
CHAIN KEY OPEN KEVIN CELL

LEAVE – PASSAGE

NORTHGRAVE



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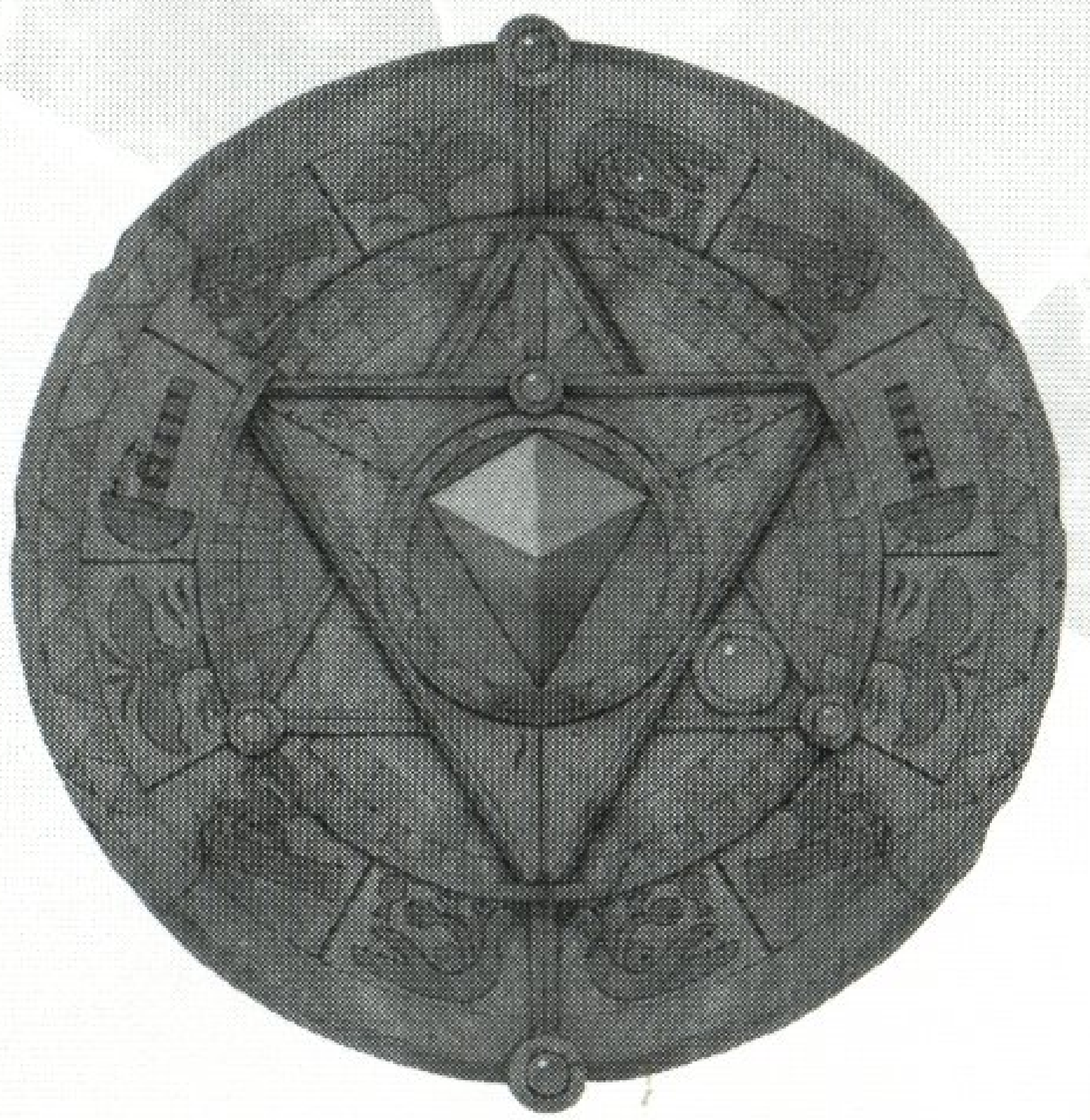

Jumping Flash!™ 2
←

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→

Bogey: Dead 6™
←

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